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# Get Blender

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För att ta hem ett avancerat  
gratis 3D-program  
så gå till:  
blender.org  
och klicka på Download.

## Blender 2.64a

Blender 2.64a is the latest release from the Blender Foundation. To download it, please select your platform and location. **Blender is Free & Open Source Software.**

Blender 2.64a was released on October 10th 2012

### Windows 32 bits

Support BL  
DVDs or B

[Don](#)

platform and location. **Blender is Free & Open Source Software.**

Blender 2.64a was released on October 10th 2012

## Windows 32 bits



**[Blender 2.64a Installer \(31 MB\)](#)**

Requires Windows XP/Vista/7

USA | Germany | NL 1 | NL 2



**[Blender 2.64a Zip Archive \(43 MB\)](#)**

Requires Windows XP/Vista/7

USA | Germany | NL 1 | NL 2

Blender 2.64a 7z Archive (29 MB)

USA | Germany | NL 1 | NL 2

Blender finns för Windows både som 32-bitars och 64-bitars program. Välj det som passar din dator. För att installera programmet så klicka på Installer.

## Windows 64 bits



**[Blender 2.64a Installer \(36 MB\)](#)**

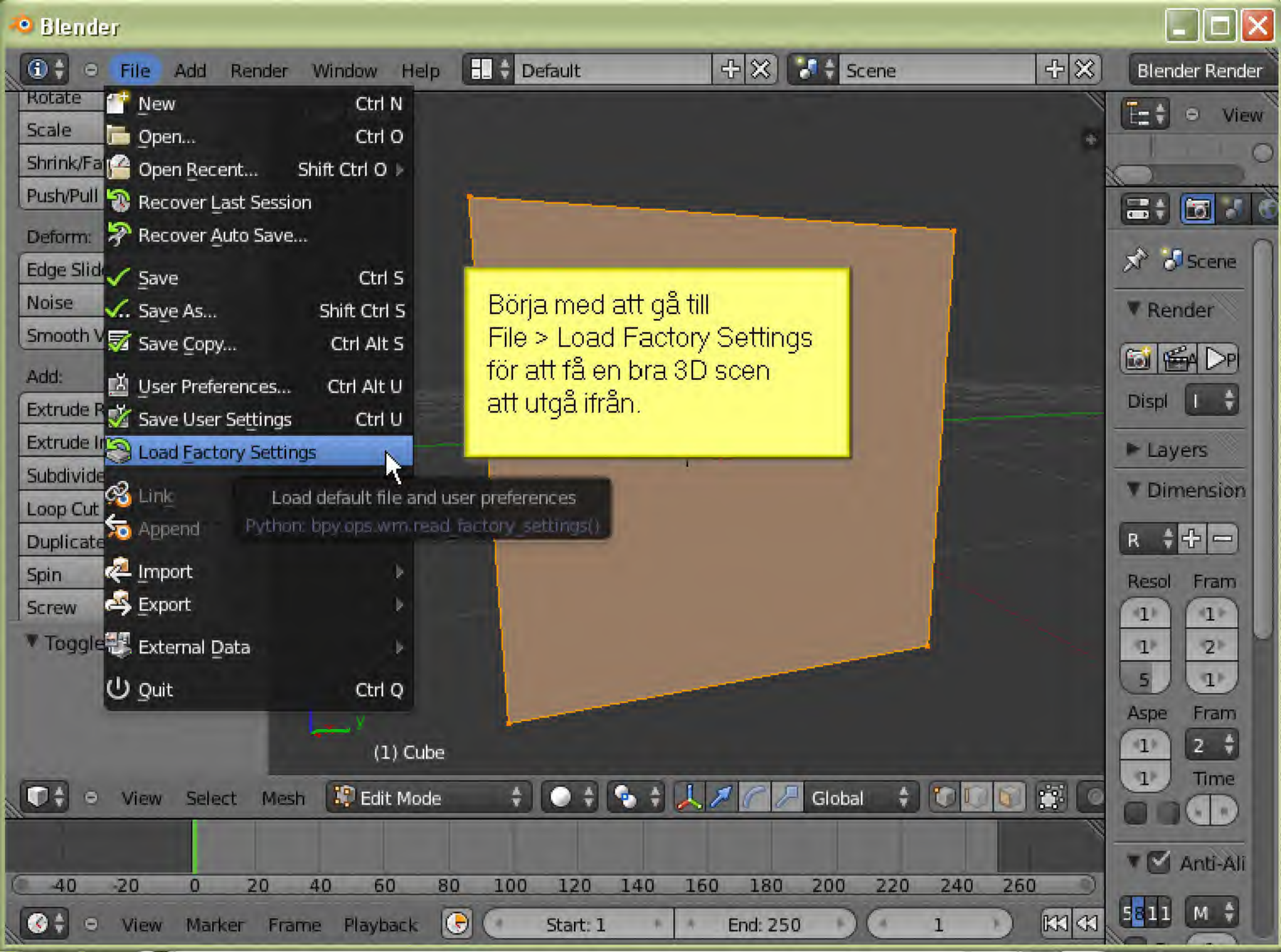
Requires Windows XP/Vista/7 64bit



**[Blender 2.64a Zip Archive \(51 MB\)](#)**

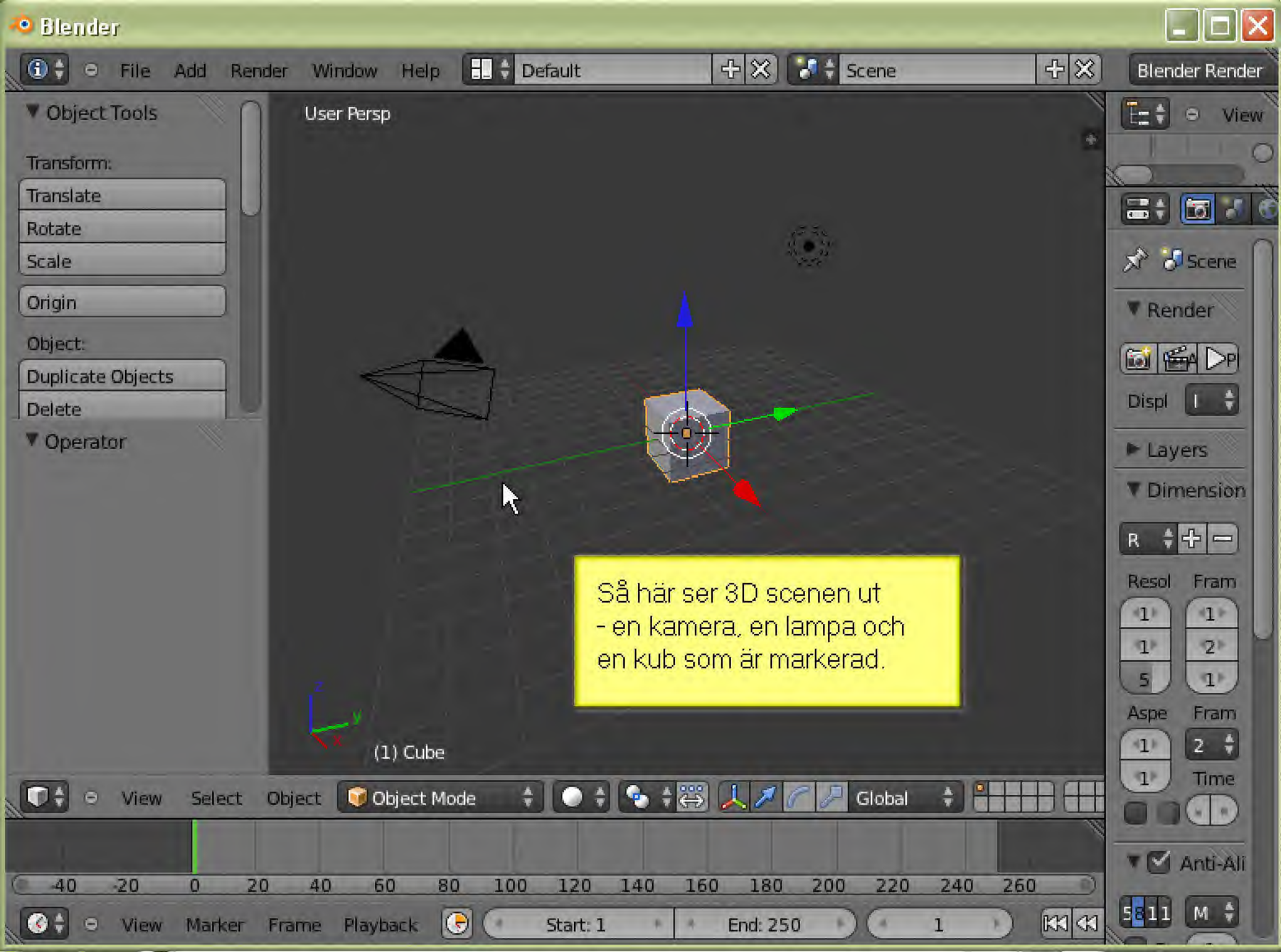
Requires Windows XP/Vista/7 64bit



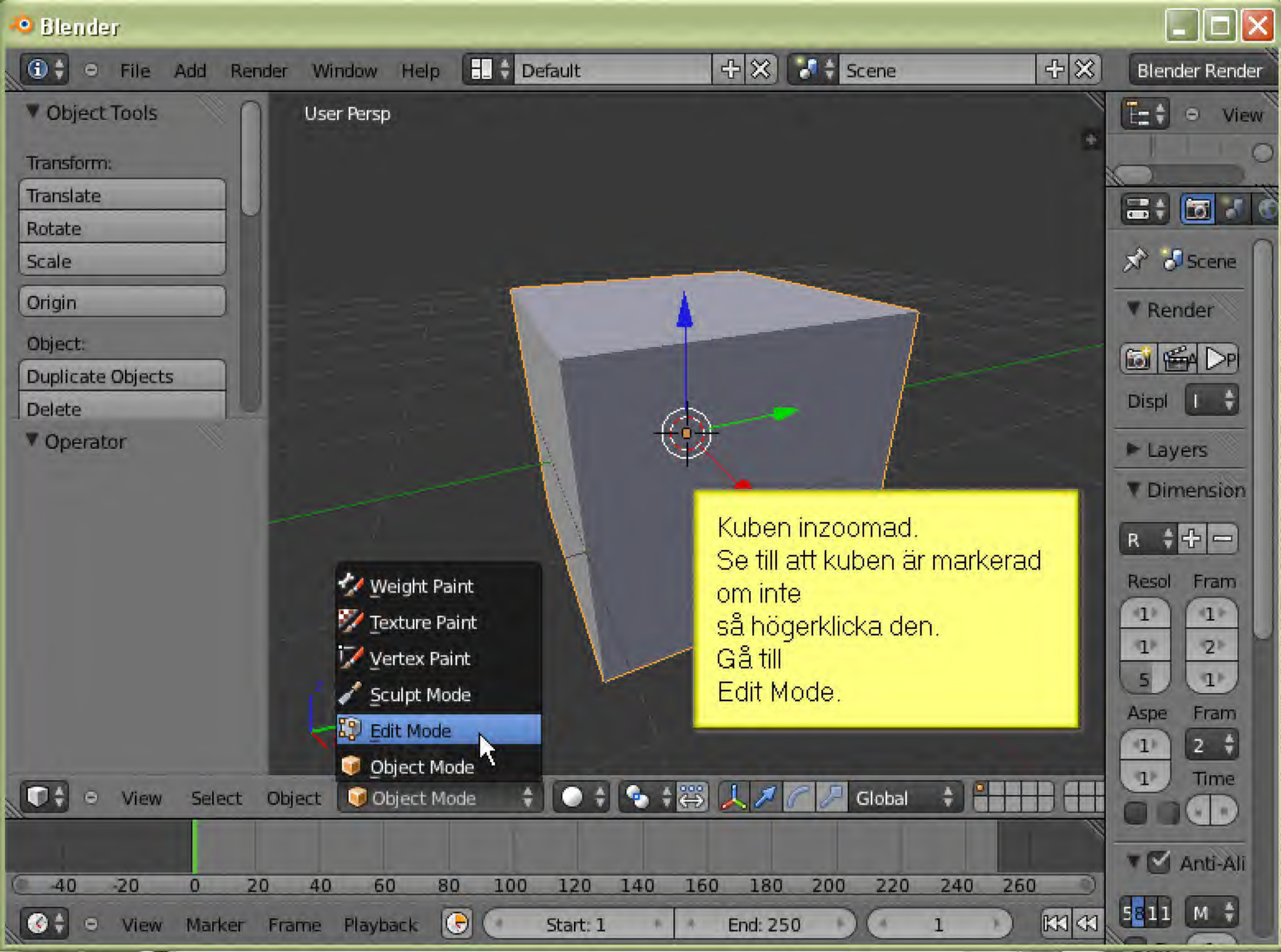


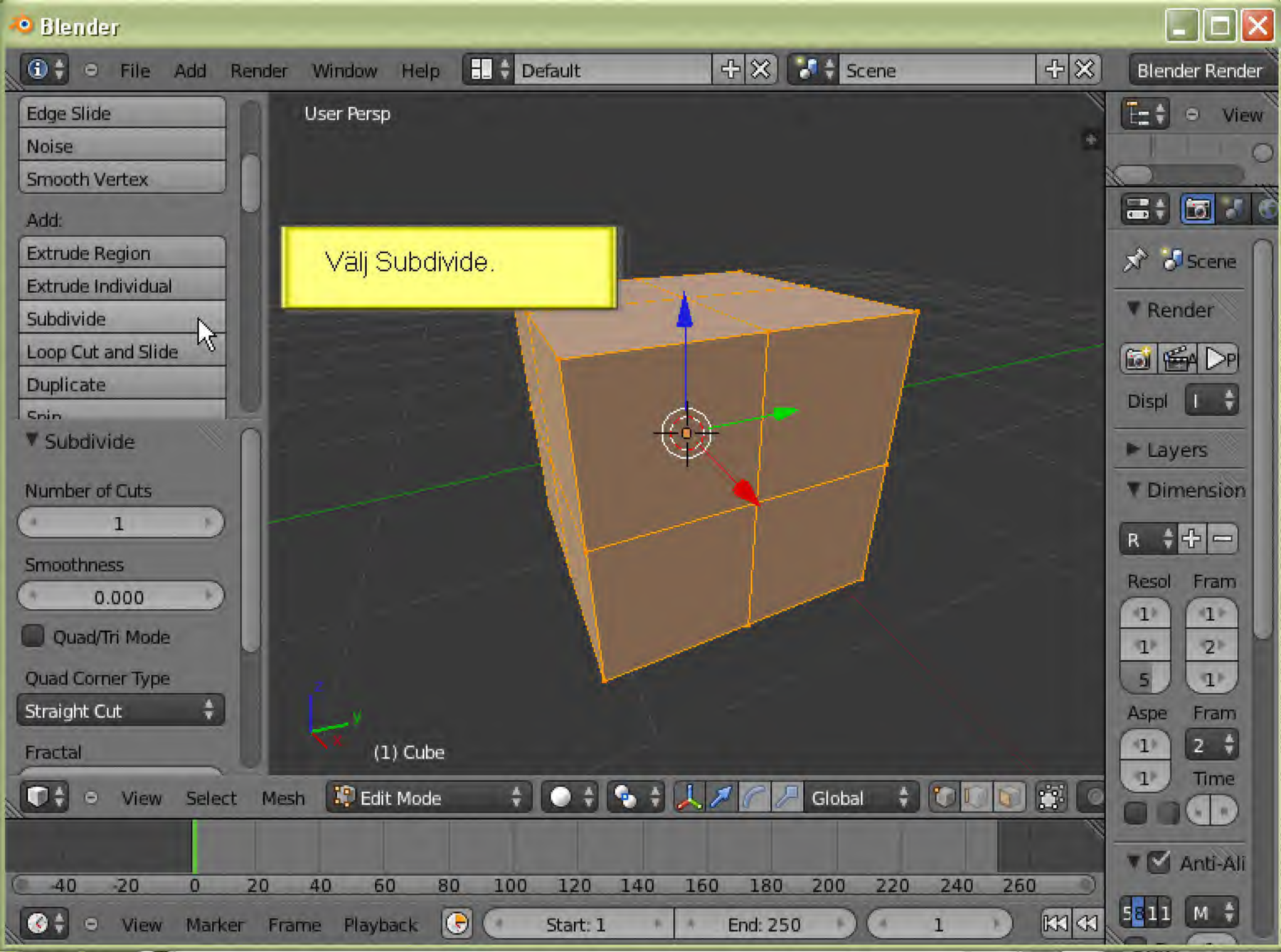
Börja med att gå till  
File > Load Factory Settings  
för att få en bra 3D scen  
att utgå ifrån.

Load default file and user preferences  
Python: bpy.ops.wm.read\_factory\_settings()

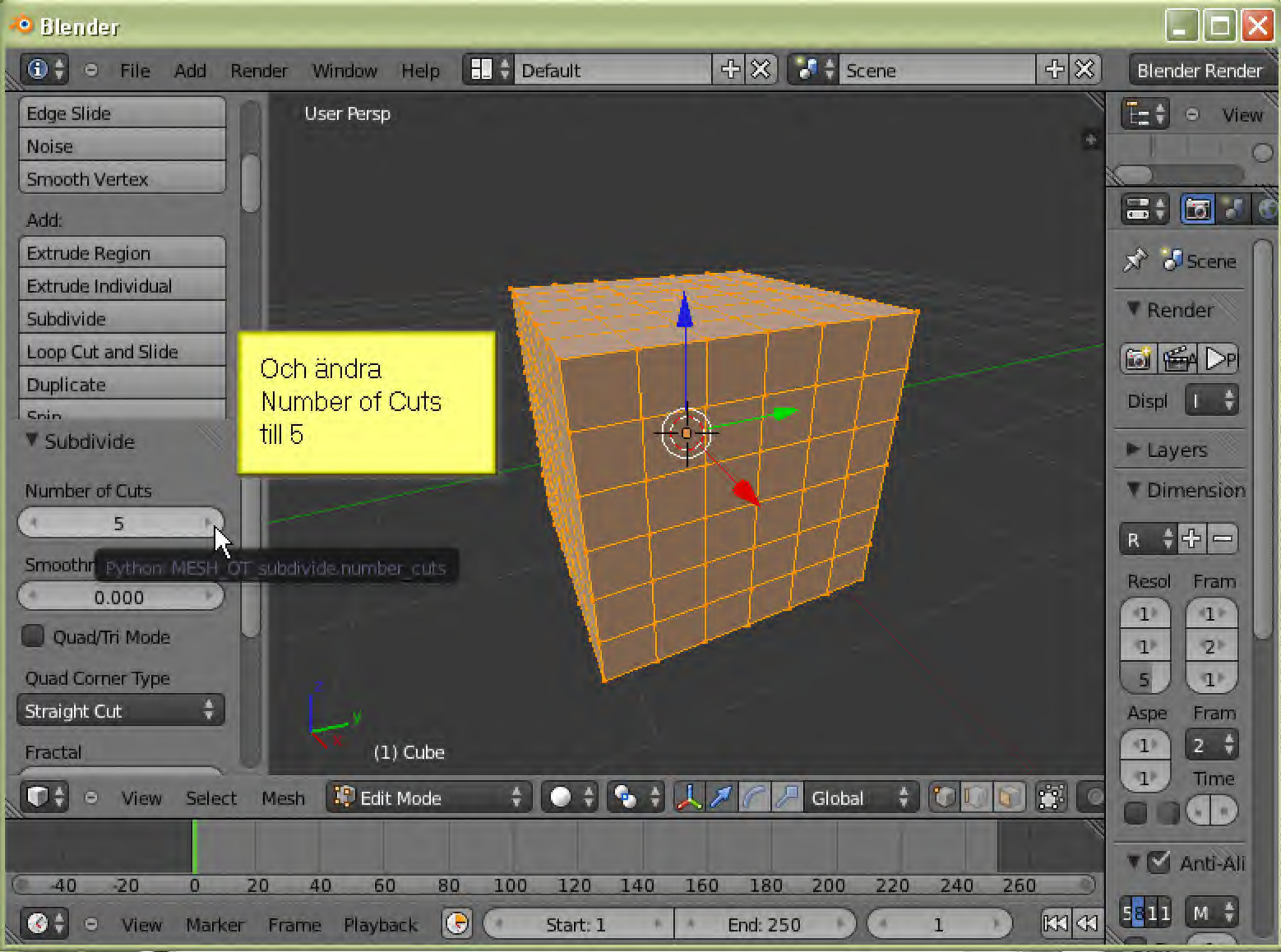












Och ändra  
Number of Cuts  
till 5

5

Smoother Python: MESH\_OT\_subdivide.number\_cuts

0.000

Quad/Tri Mode

Quad Corner Type

Straight Cut

Fractal

(1) Cube

R

Resol

Fram

1

1

5

Aspe

1

1

Fram

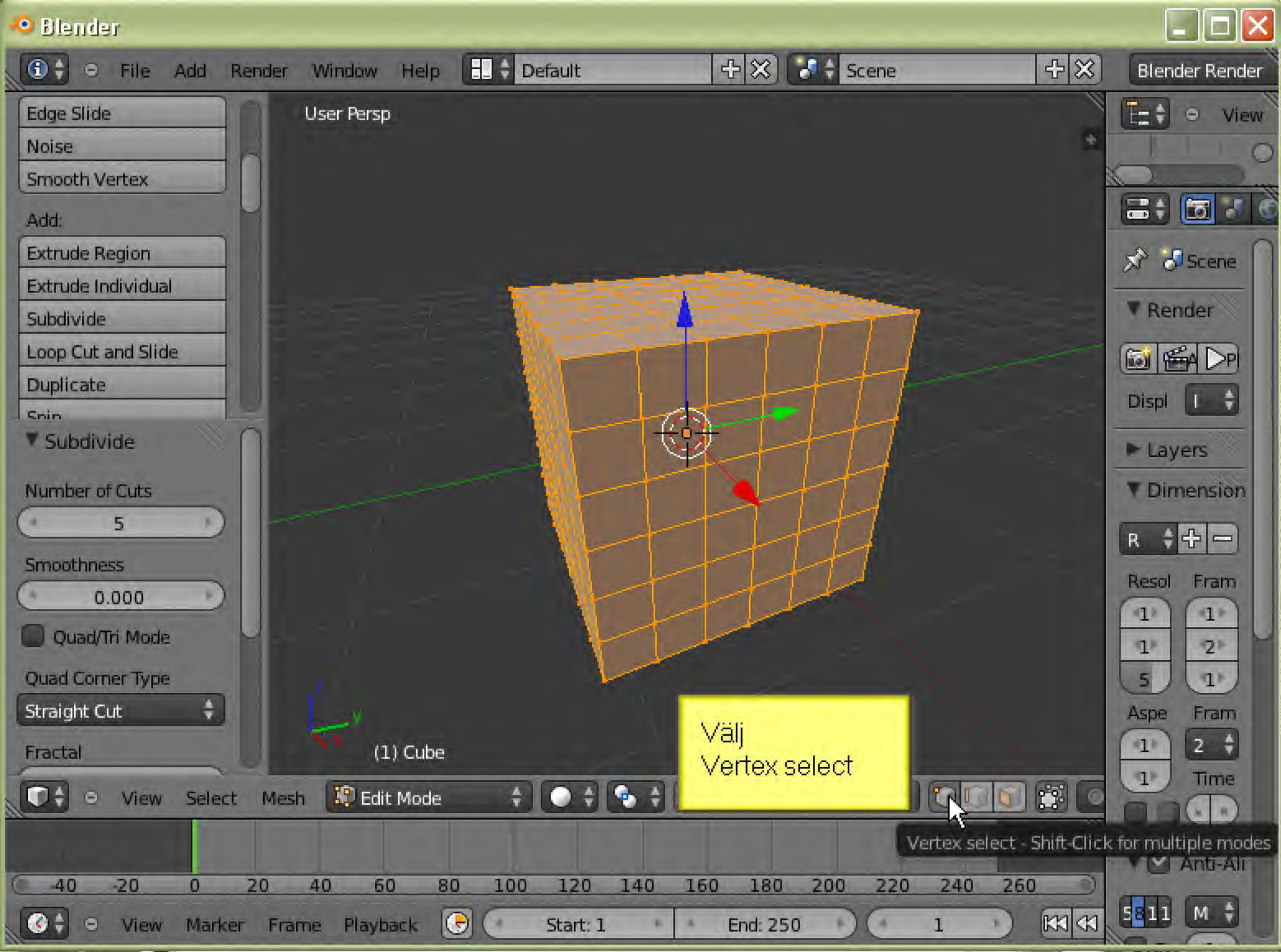
2

Time

5811

M





Blender

File Add Render Window Help

Default

Scene

Blender Render

Edge Slide  
Noise  
Smooth Vertex

Add:

Extrude Region  
Extrude Individual  
Subdivide  
Loop Cut and Slide  
Duplicate

Spin

Subdivide

Number of Cuts

5

Smoothness

0.000

Quad/Tri Mode

Quad Corner Type

Straight Cut

Fractal

User Persp

(1) Cube

Välj  
Vertex select

View

Scene

Render

Displ

Layers

Dimension

R

Resol Fram

1 1

1 2

5 1

Aspe Fram

1 2

1 Time

View Select Mesh Edit Mode

Vertex select - Shift-Click for multiple modes

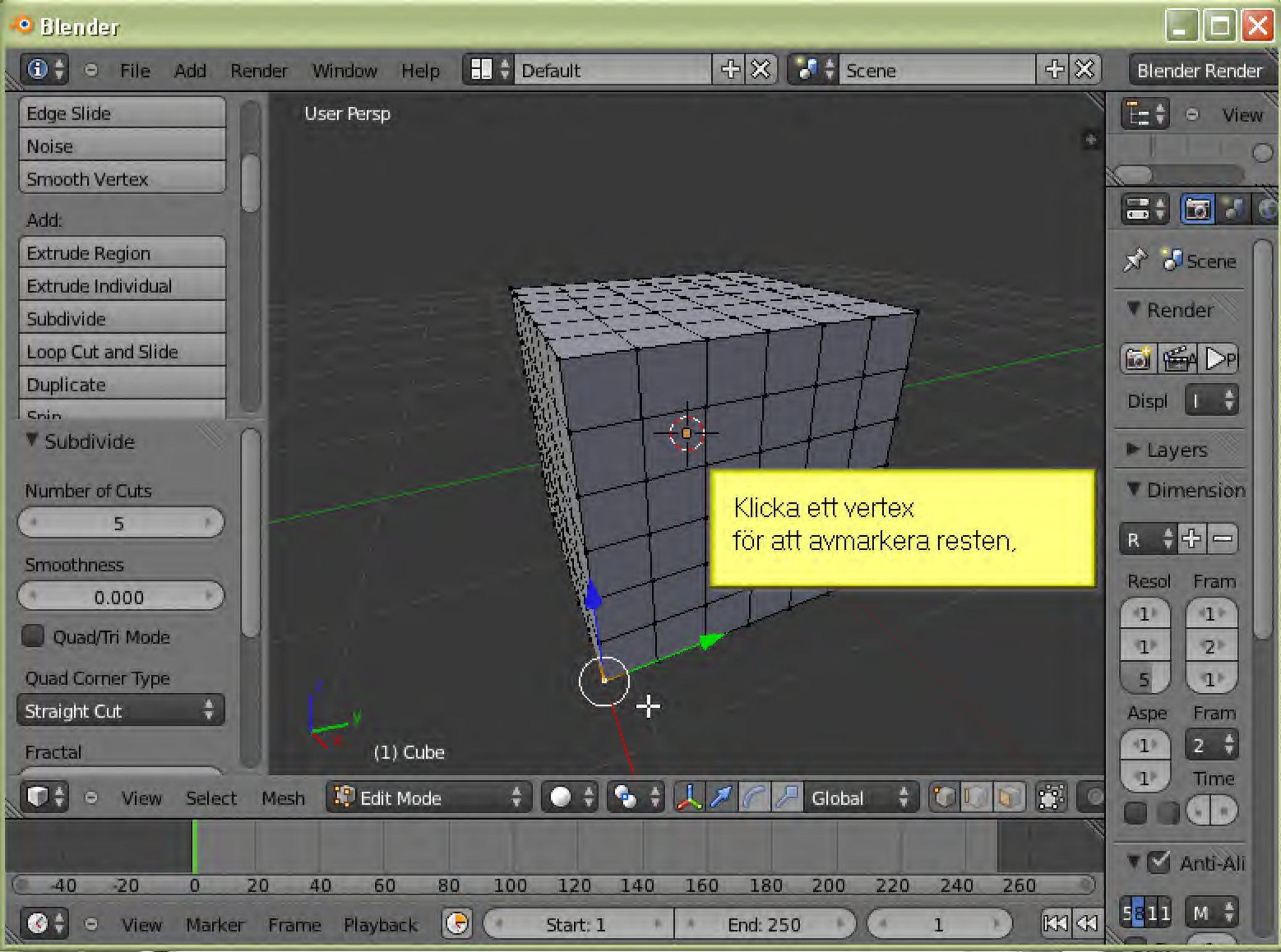
View Marker Frame Playback

Start: 1

End: 250

1

5811 M



Edge Slide  
Noise  
Smooth Vertex

Add:

Extrude Region  
Extrude Individual  
Subdivide  
Loop Cut and Slide  
Duplicate

Spin

▼ Subdivide

Number of Cuts

5

Smoothness

0.000

Quad/Tri Mode

Quad Corner Type

Straight Cut

Fractal

User Persp

(1) Cube

Klicka ett vertex  
för att avmarkera resten.

View

Scene

▼ Render

Displ

Layers

▼ Dimension

R

Resol

Fram

1

1

5

1

Aspe

Fram

1

Time

5811

M

View Select Mesh Edit Mode

Global

-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260

View Marker Frame Playback

Start: 1

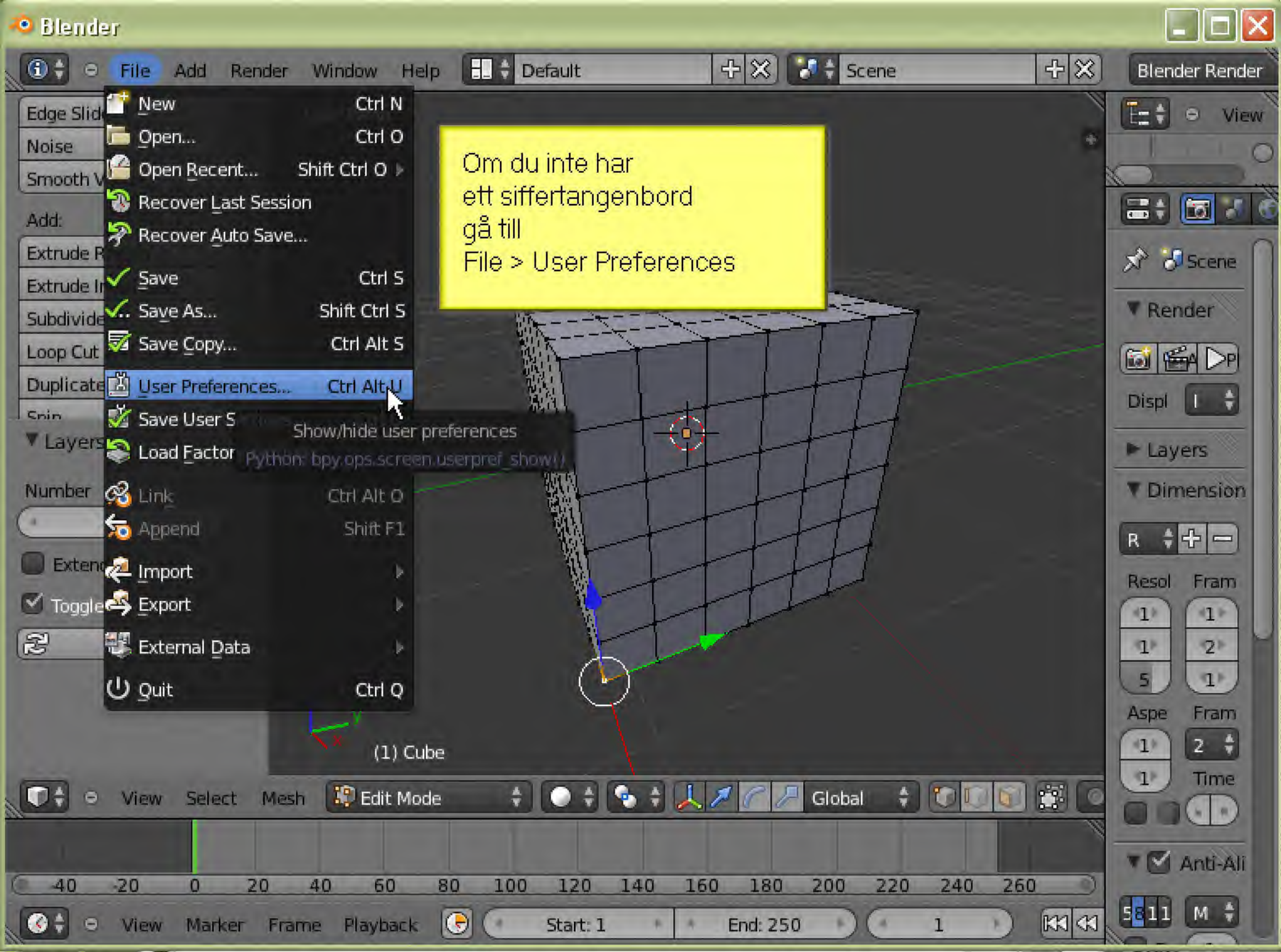
End: 250

1

5811

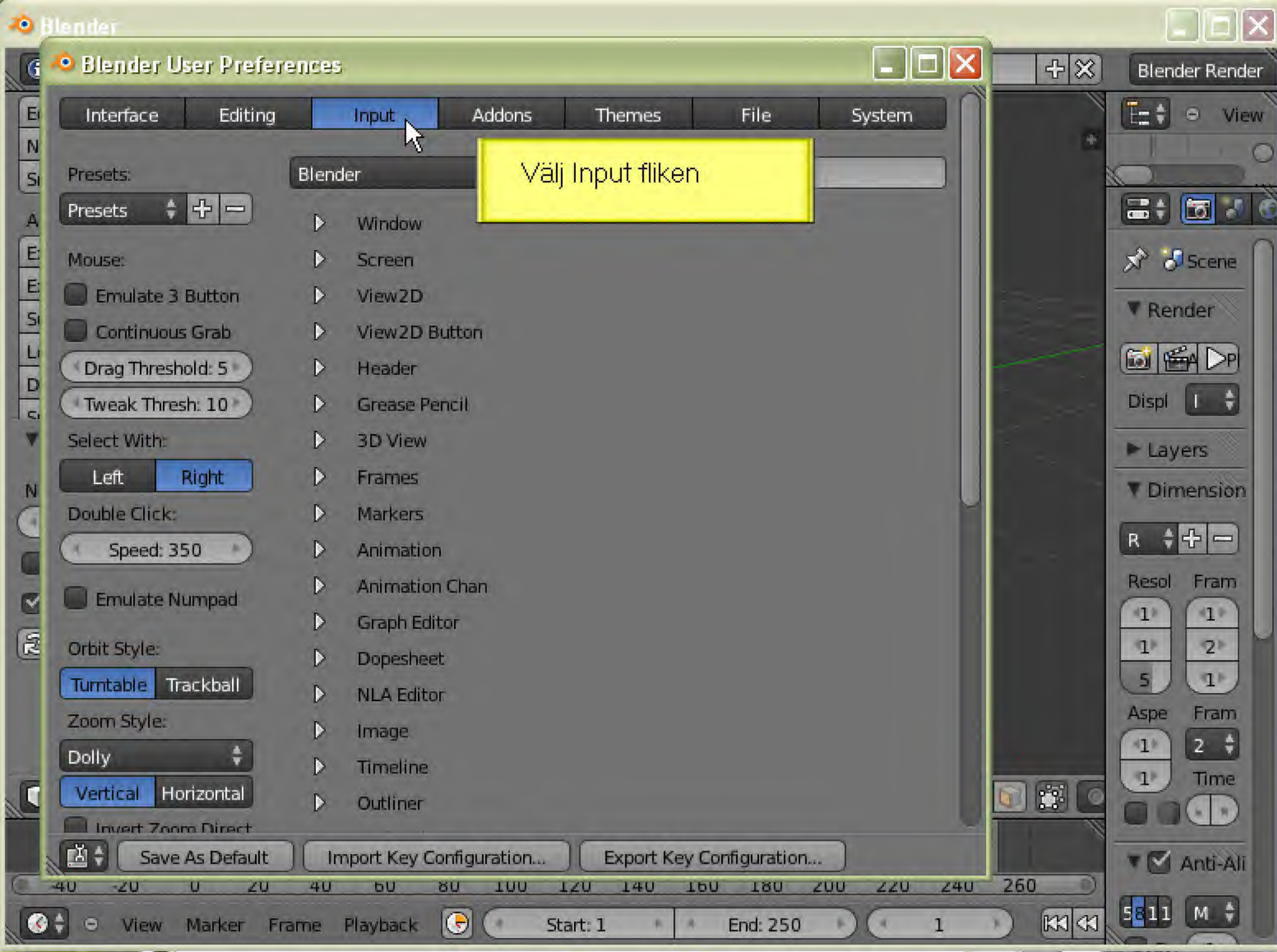
M



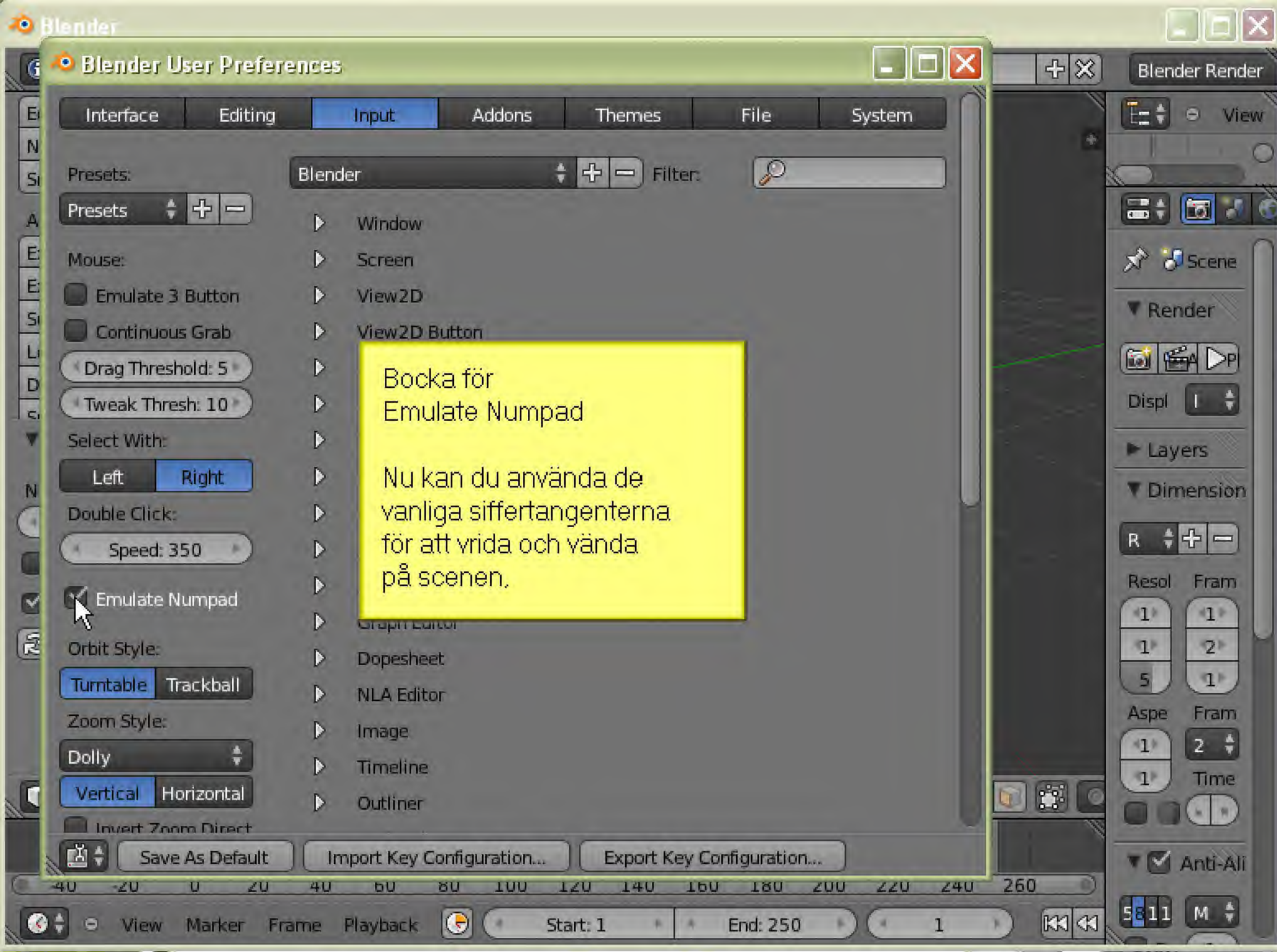


Om du inte har  
ett sifvertangenbord  
gå till  
File > User Preferences









## Blender User Preferences

Interface

Editing

Input

Addons

Themes

File

System

Presets:

Blender

Filter:

Presets

Window

Screen

View2D

View2D Button

Mouse:

☐ Emulate 3 Button

☐ Continuous Grab

Drag Threshold: 5

Tweak Thresh: 10

Select With:

Left

Right

Double Click:

Speed: 350

☒ Emulate Numpad

Orbit Style:

Turntable

Trackball

Zoom Style:

Dolly

Vertical

Horizontal

☐ Invert Zoom Direct

Bocka för  
Emulate Numpad

Nu kan du använda de  
vanliga sifvertangenterna  
för att vrida och vända  
på scenen.

Save As Default

Import Key Configuration...

Export Key Configuration...

Blender Render

View

Scene

Render

Displ

Layers

Dimension

R

Resol

Fram

1

2

5

1

Aspe

Fram

1

Time

Anti-Ali

5811

M

View

Marker

Frame

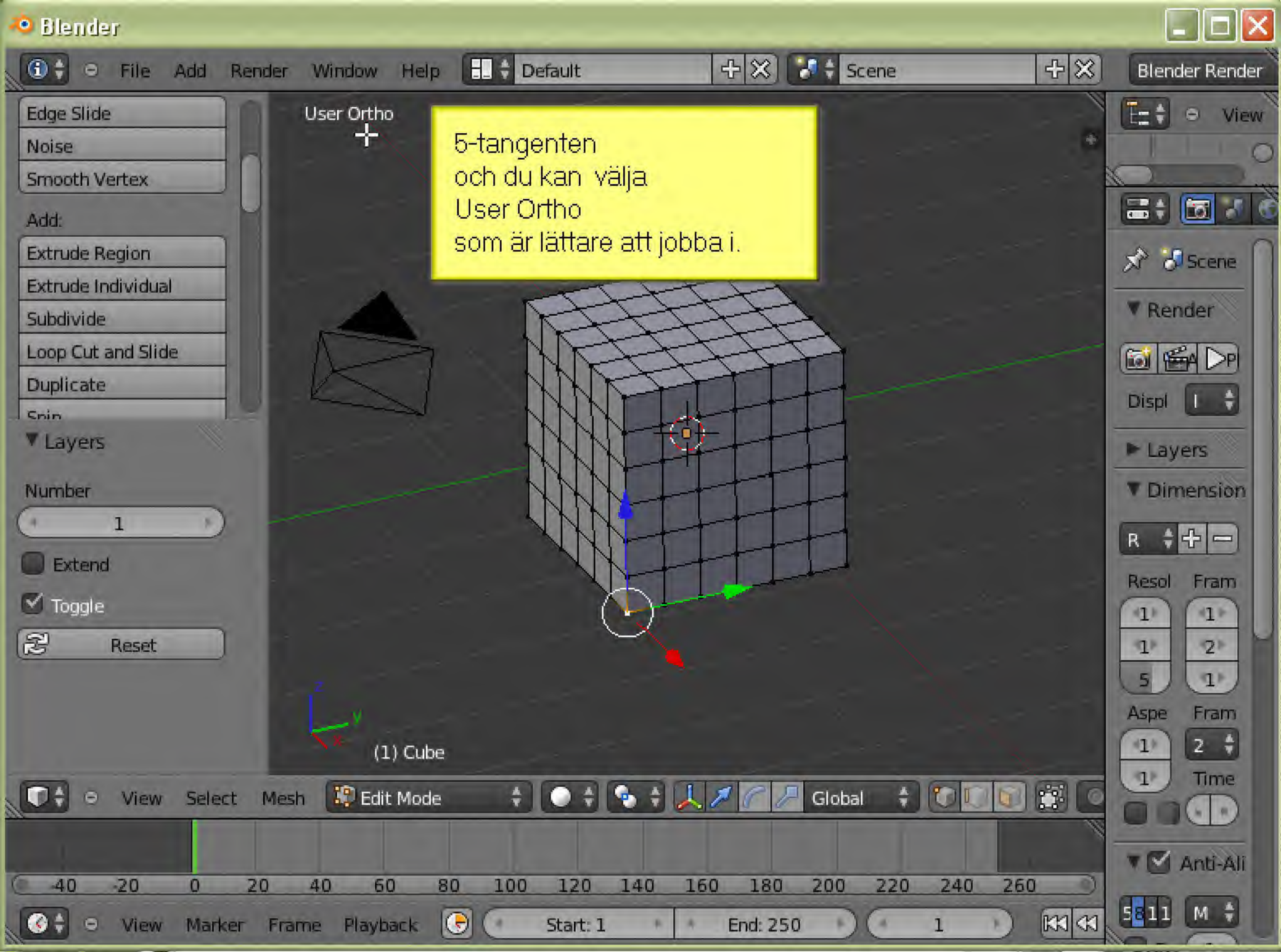
Playback

Start: 1

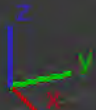
End: 250

1

11

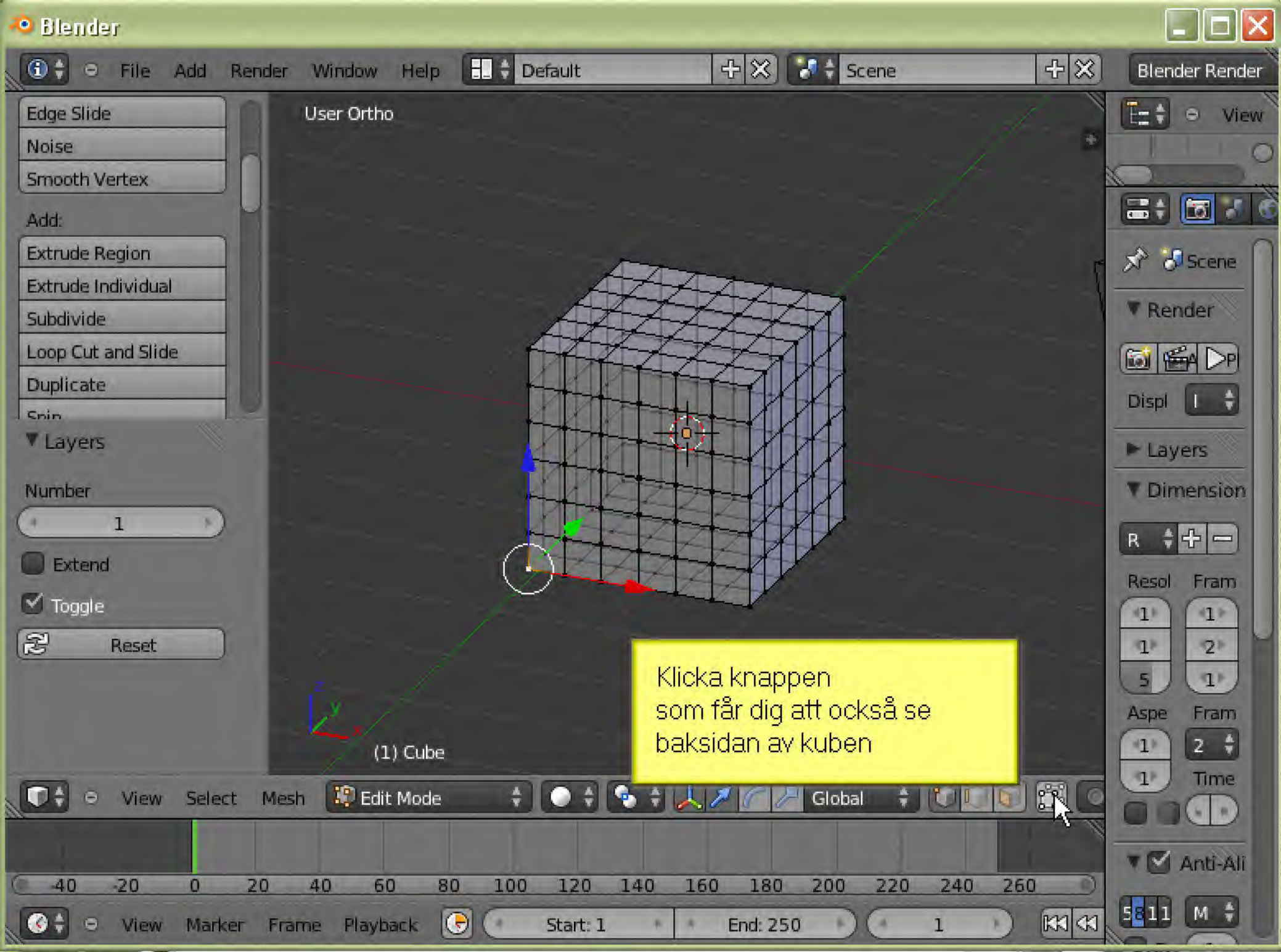


5-tangenten  
och du kan välja  
User Ortho  
som är lättare att jobba i.



(1) Cube





Edge Slide  
Noise  
Smooth Vertex

Add:

Extrude Region  
Extrude Individual  
Subdivide  
Loop Cut and Slide  
Duplicate

Spin

Layers

Number

1

Extend

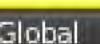
Toggle

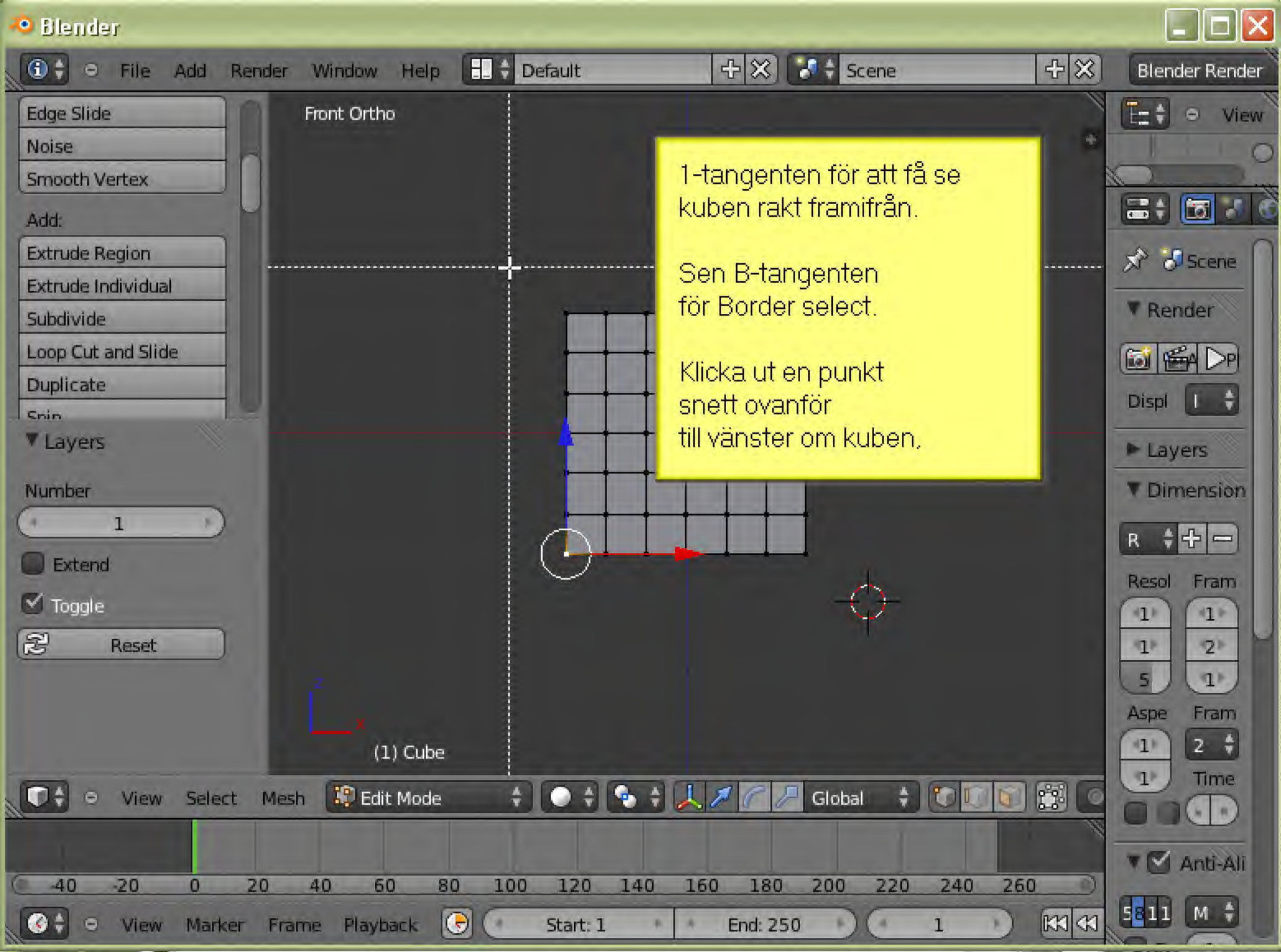
Reset

User Ortho

(1) Cube

Klicka knappen  
som får dig att också se  
baksidan av kuben





- Edge Slide
- Noise
- Smooth Vertex

- Add:
- Extrude Region
  - Extrude Individual
  - Subdivide
  - Loop Cut and Slide
  - Duplicate
  - Spin

Layers

Number  
1

- Extend
- Toggle
- Reset

1-tangenten för att få se kuben rakt framifrån.

Sen B-tangenten för Border select.

Klicka ut en punkt snett ovanför till vänster om kuben.

View

- Scene

Render

- Displ

Layers

Dimension

- R
- Resol
- Fram
- Aspe
- Fram
- Time

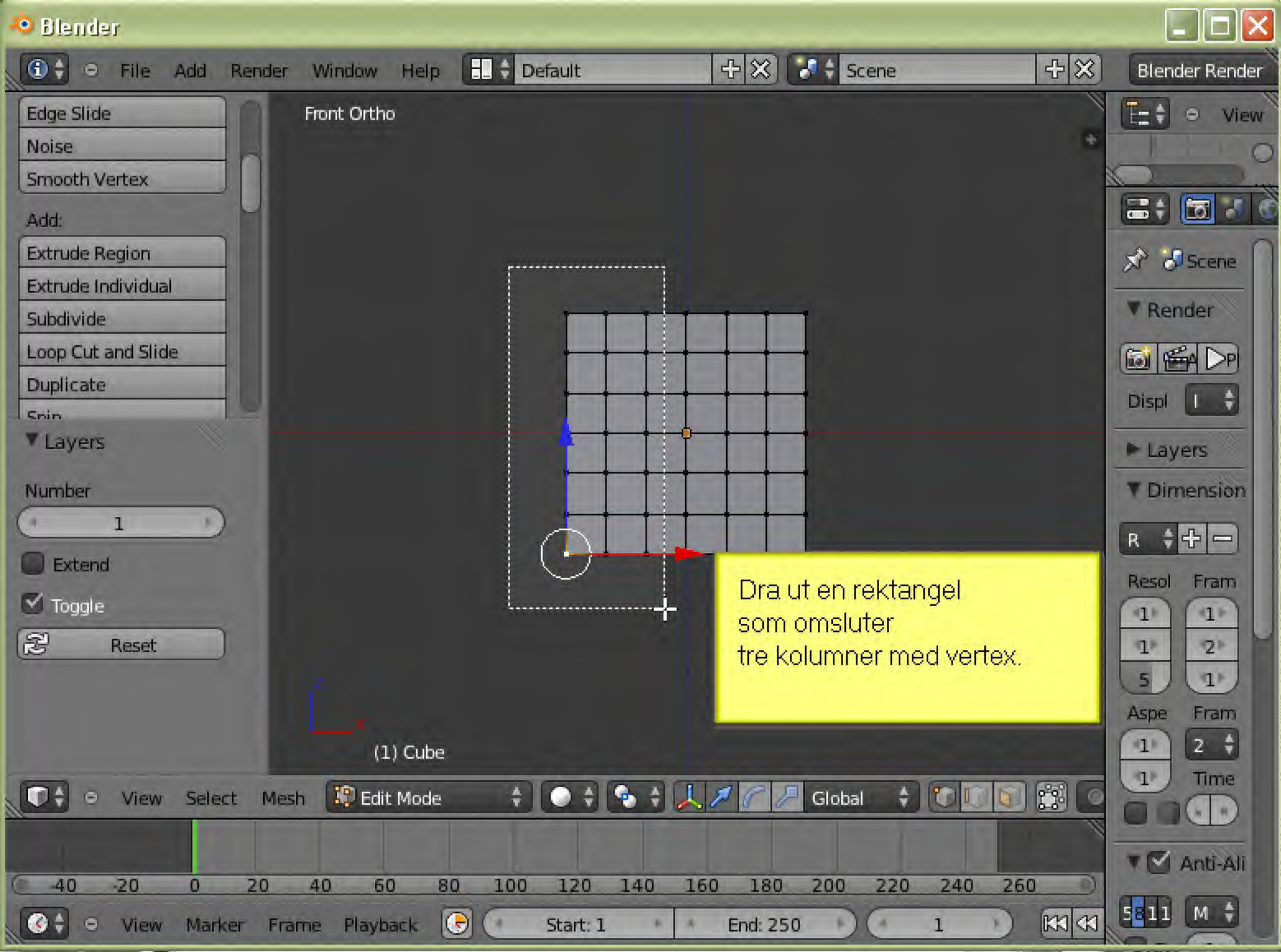
Anti-Ali

- View
- Select
- Mesh
- Edit Mode
- Global

-40 -20 0 20 40 60 80 100 120 140 160 180 200 220 240 260

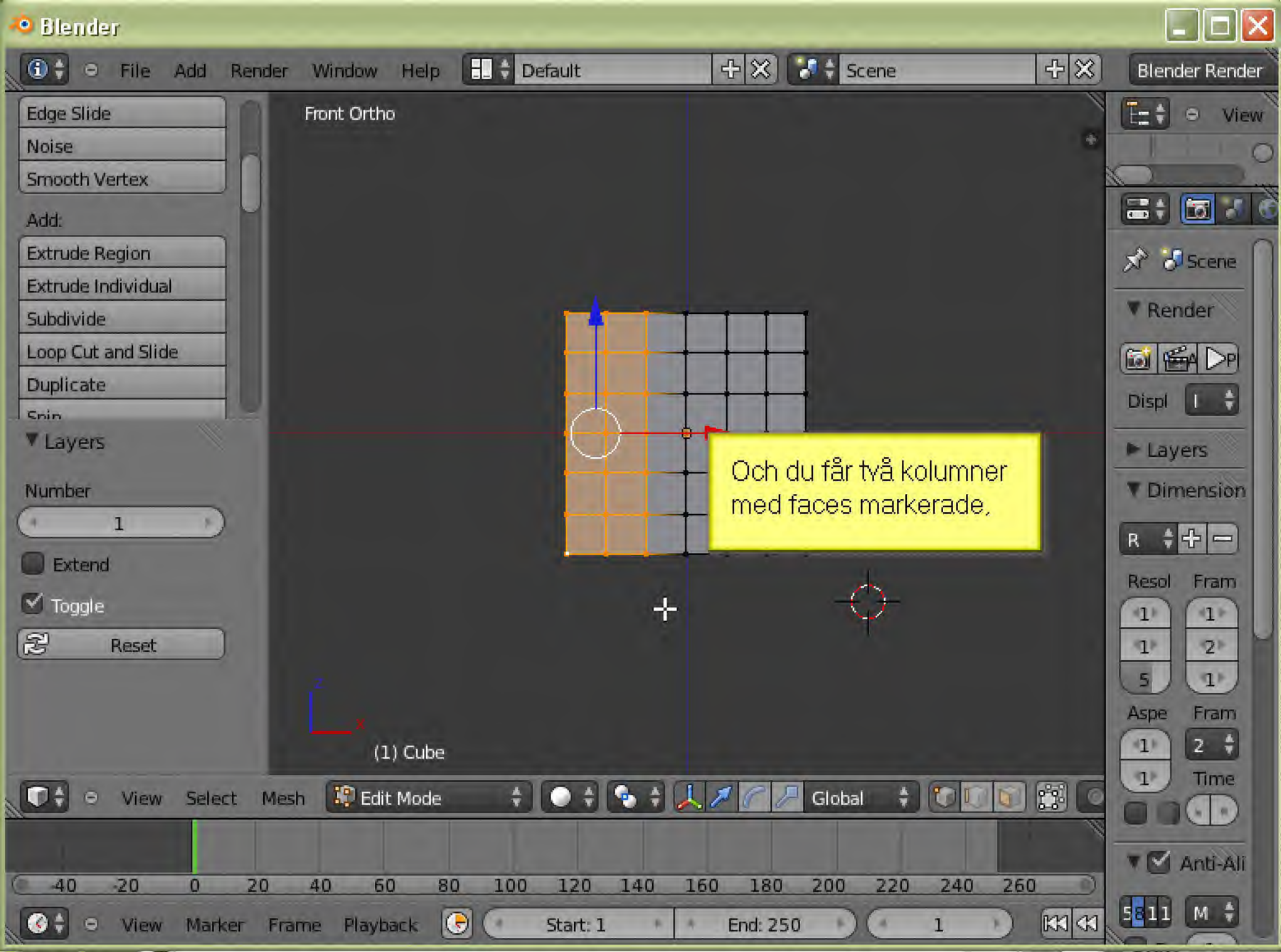
View Marker Frame Playback Start: 1 End: 250 1



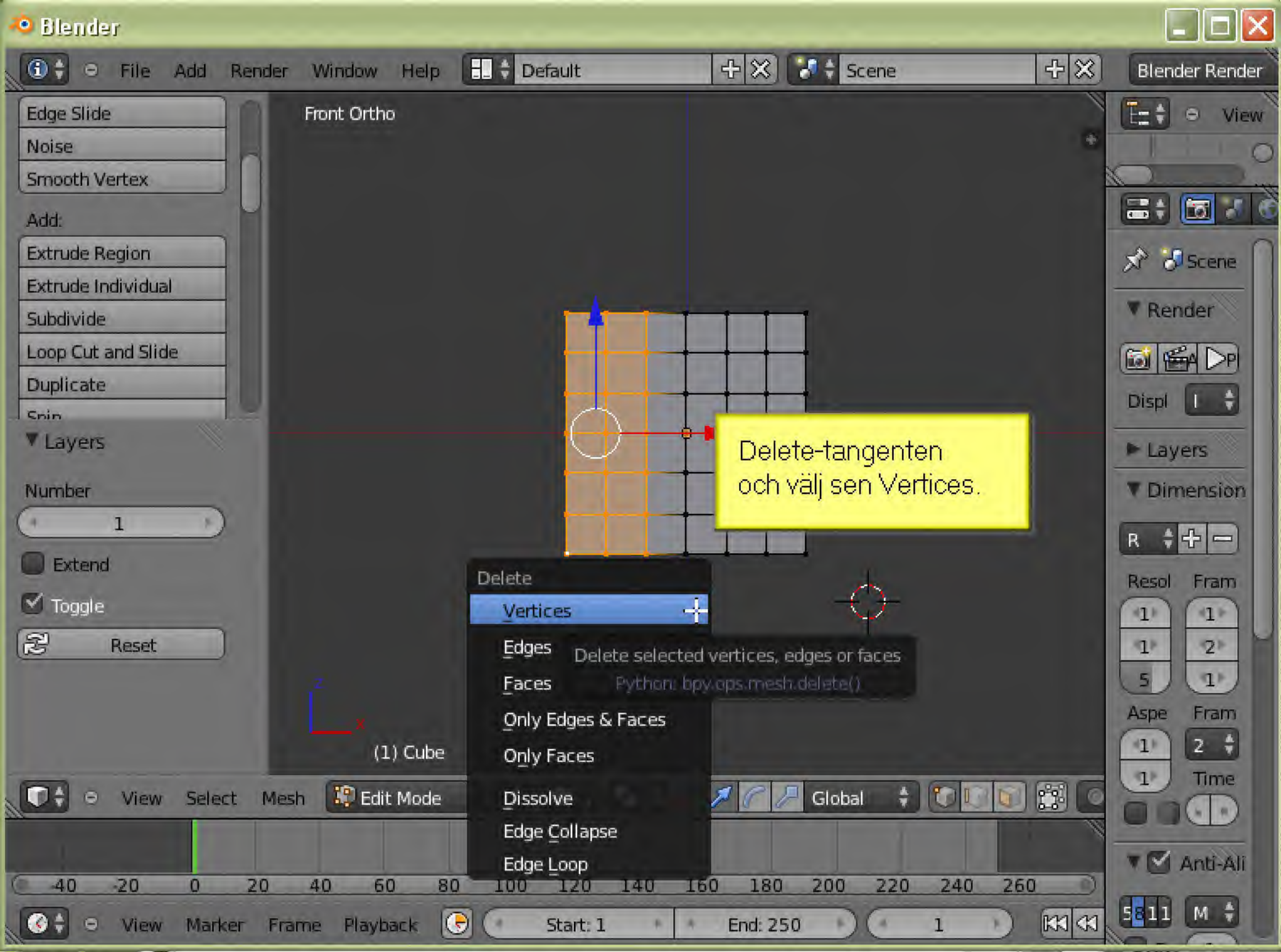


Dra ut en rektangel som omsluter tre kolumner med vertex.









Edge Slide  
Noise  
Smooth Vertex

Add:  
Extrude Region  
Extrude Individual  
Subdivide  
Loop Cut and Slide  
Duplicate

Spin  
Layers

Number  
1

Extend  
Toggle  
Reset

Front Ortho

Delete-tangenten  
och välj sen Vertices.

Delete

Vertices

Edges

Delete selected vertices, edges or faces

Faces

Python: bpy.ops.mesh.delete()

Only Edges & Faces

Only Faces

Dissolve

Edge Collapse

Edge Loop

(1) Cube

View Select Mesh Edit Mode

View Marker Frame Playback

Start: 1

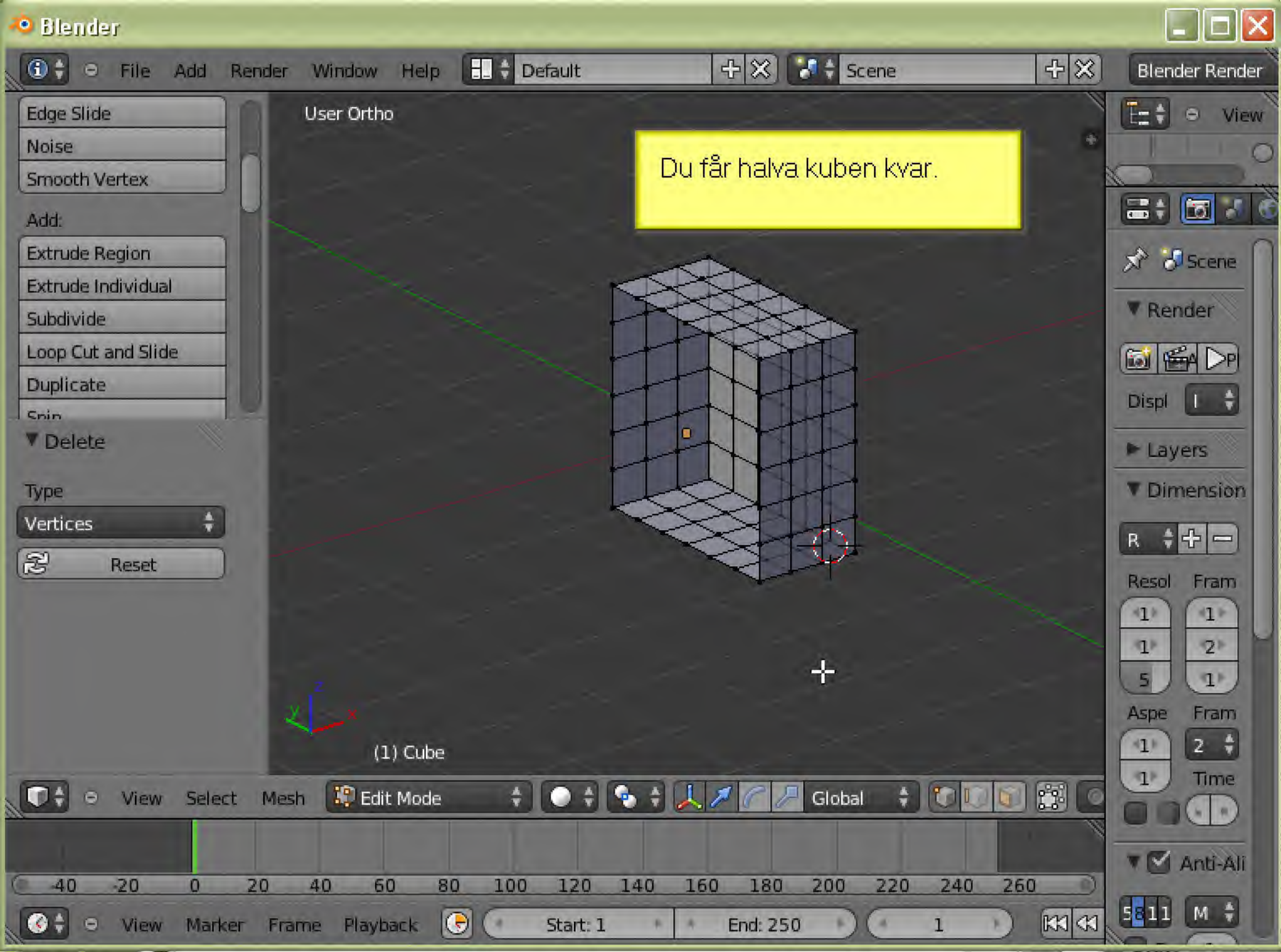
End: 250

1

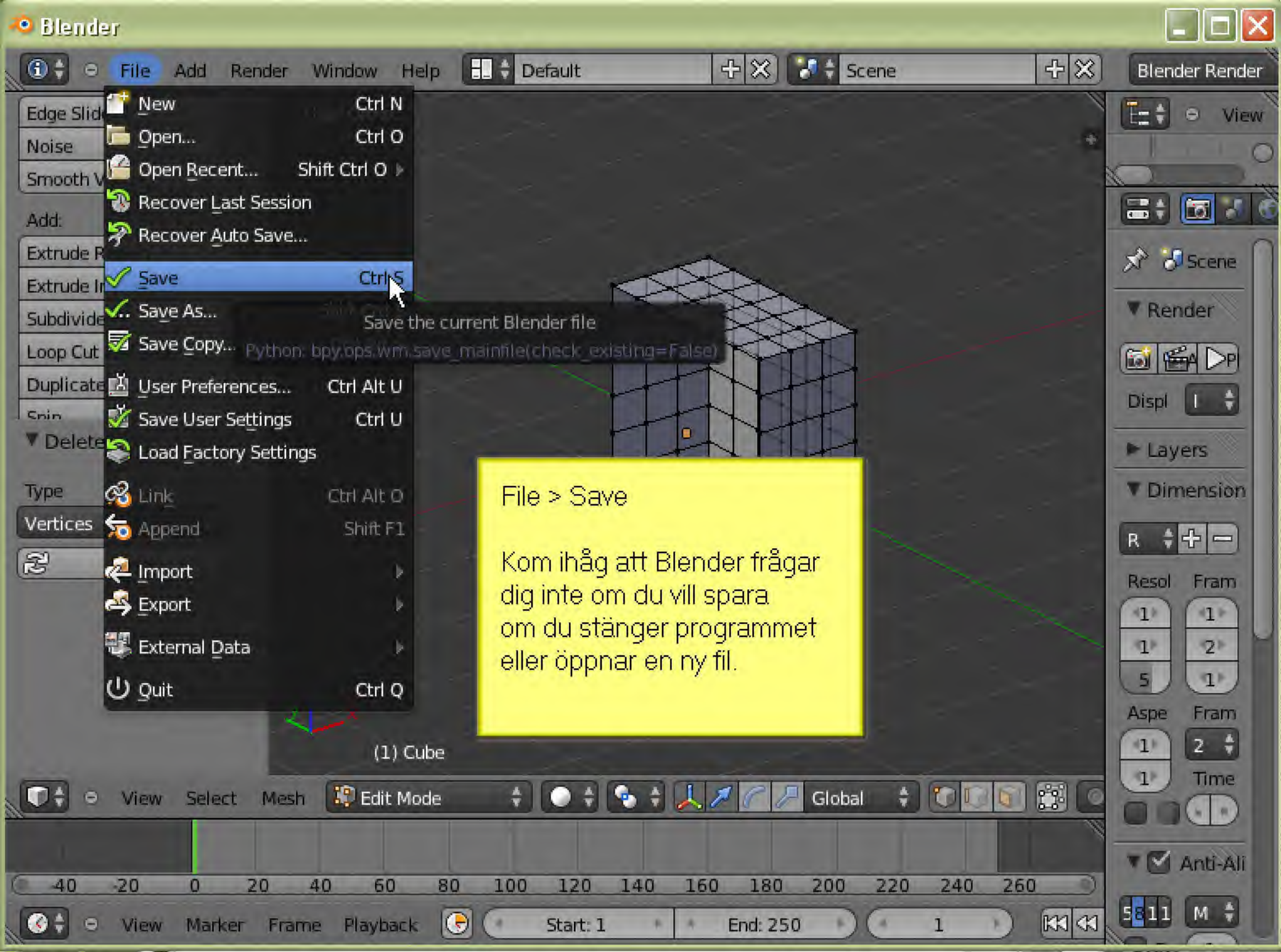
5811

M





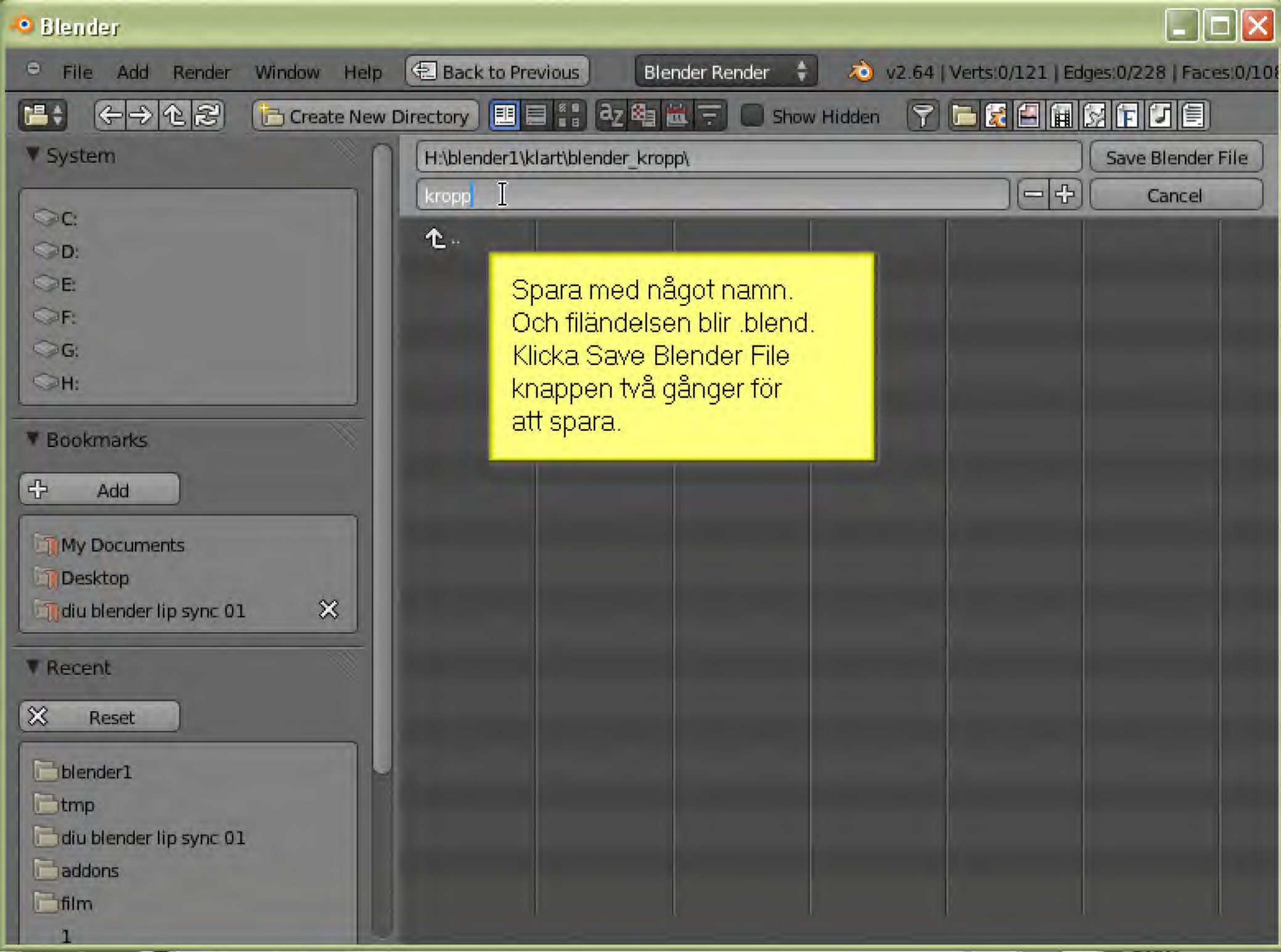


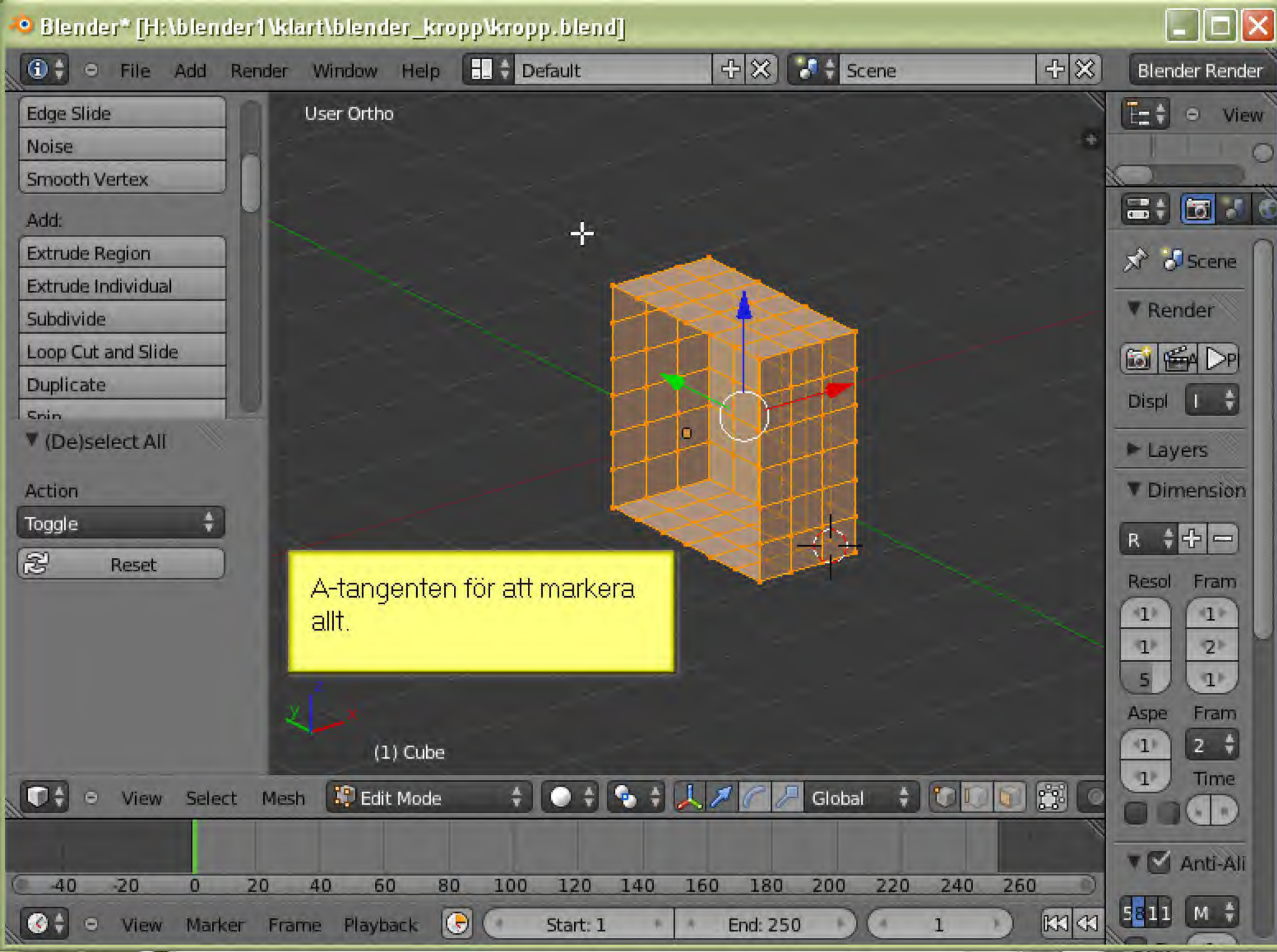


File > Save

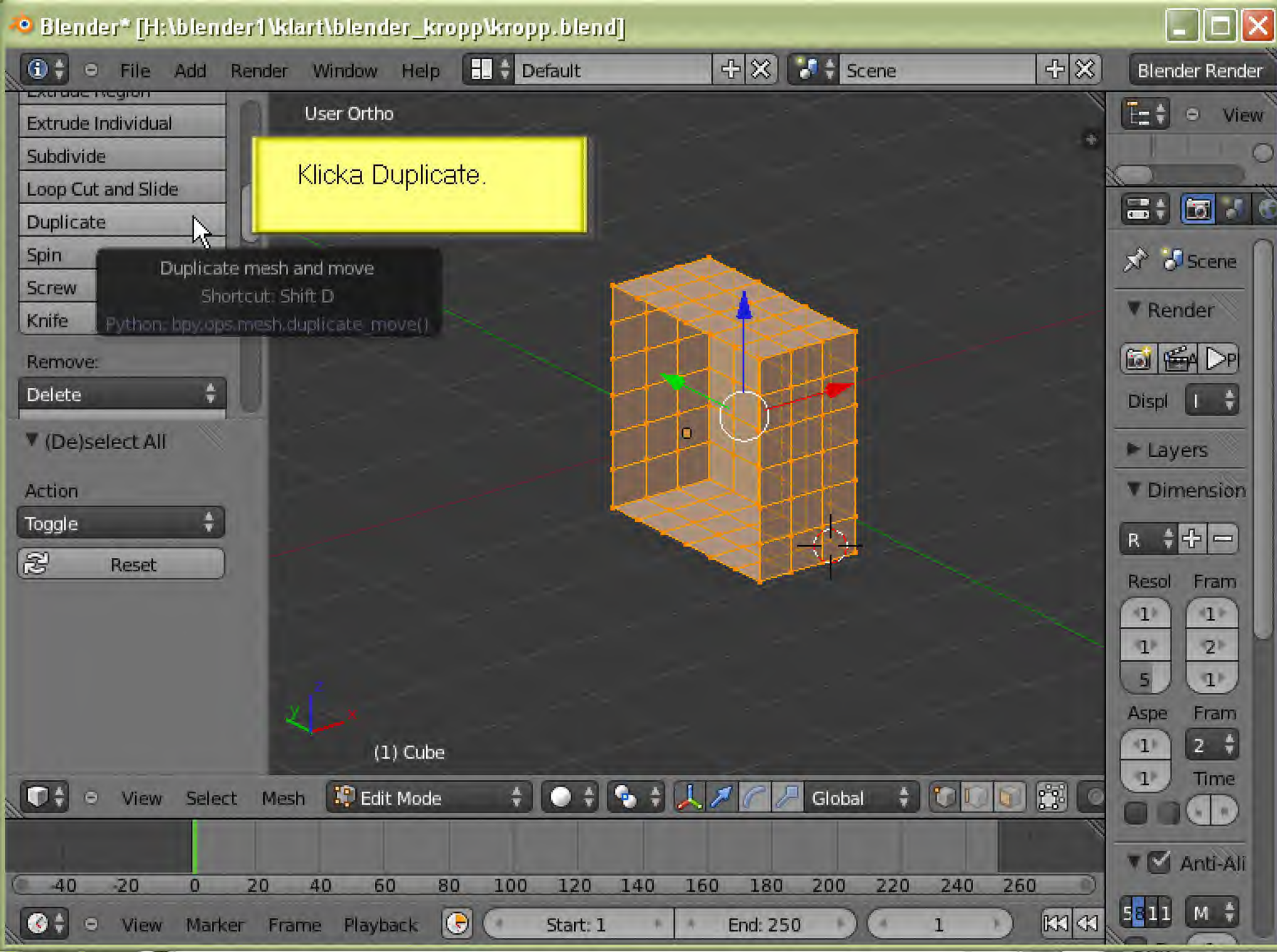
Kom ihåg att Blender frågar dig inte om du vill spara om du stänger programmet eller öppnar en ny fil.



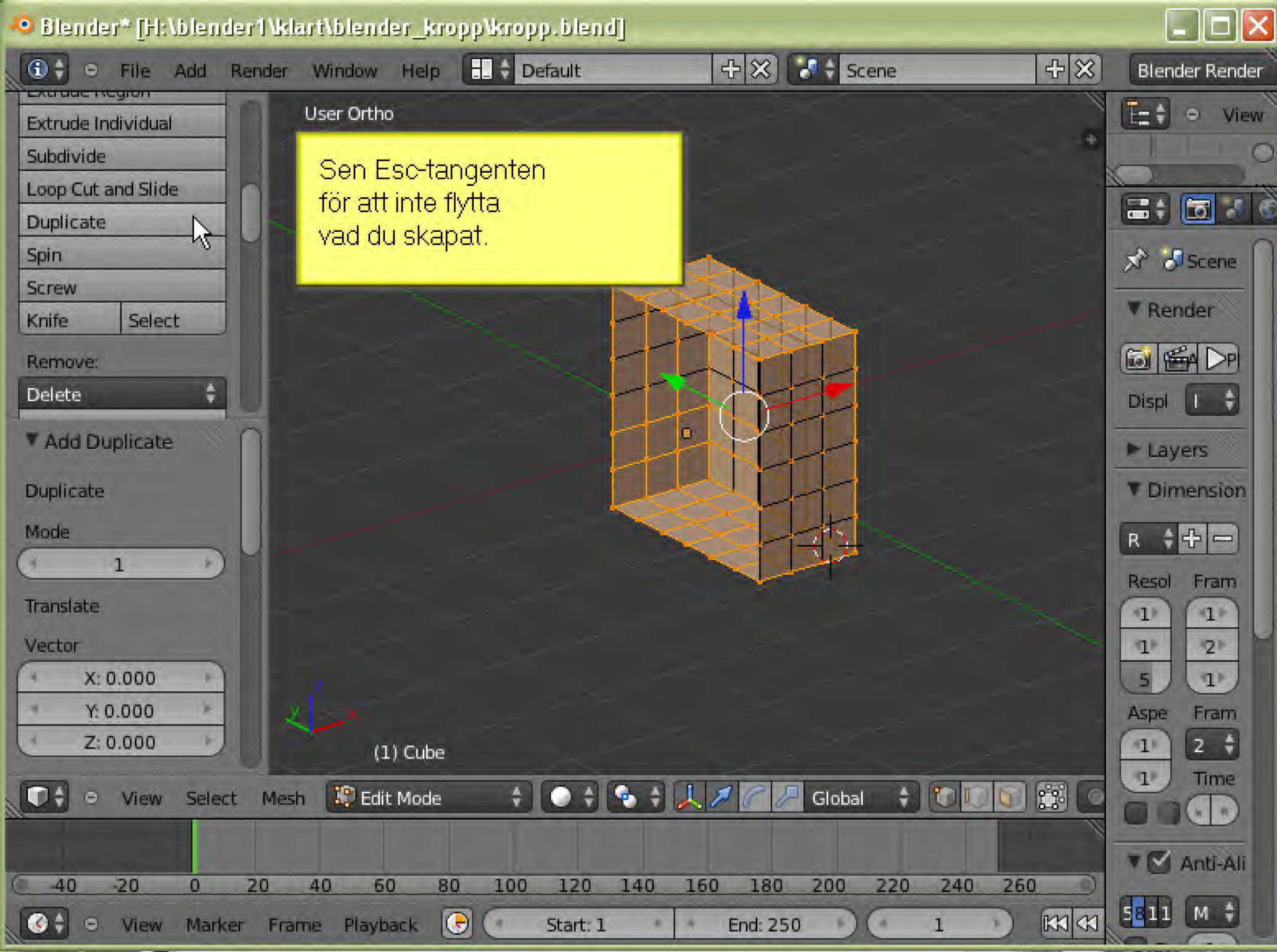




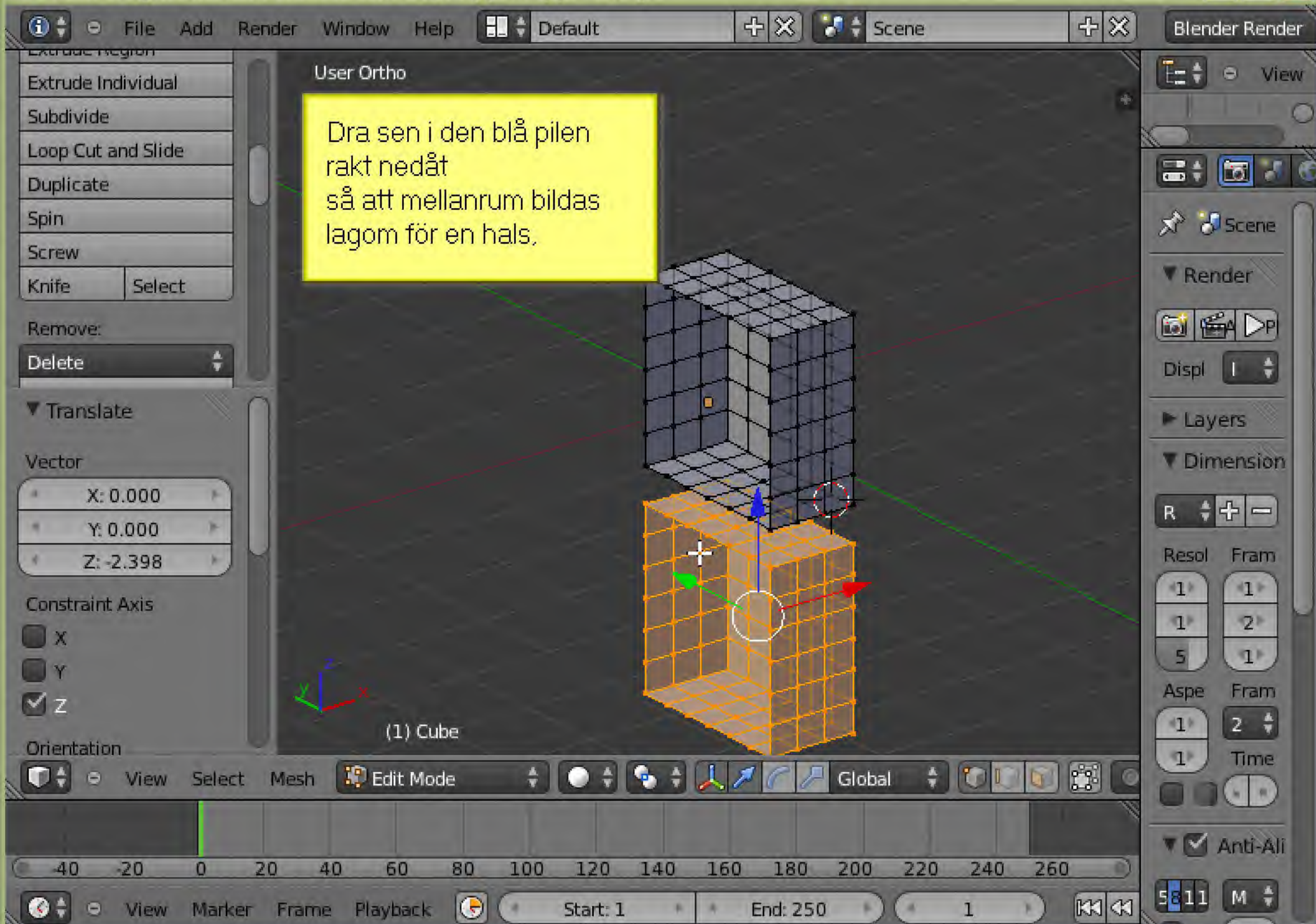




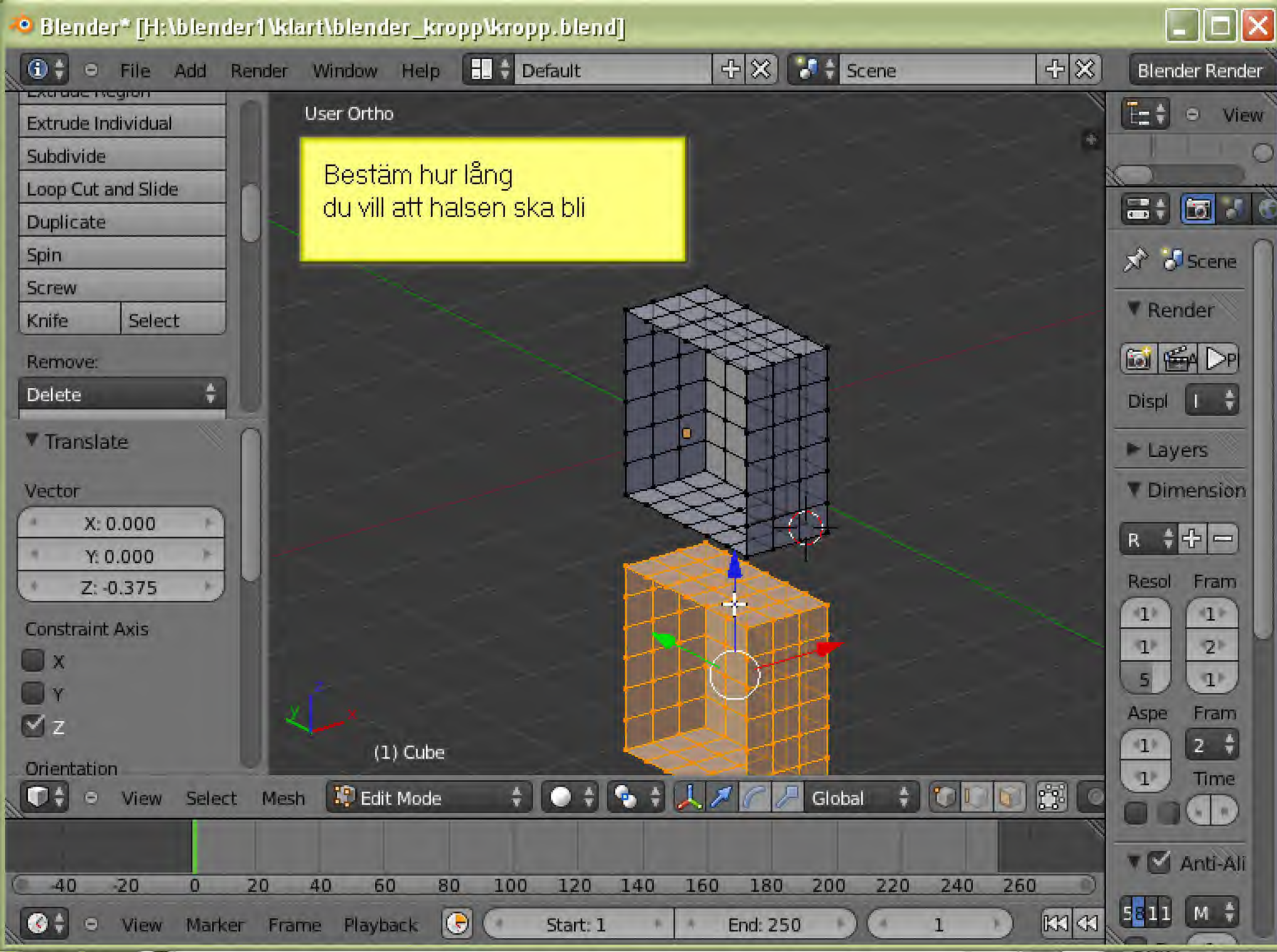




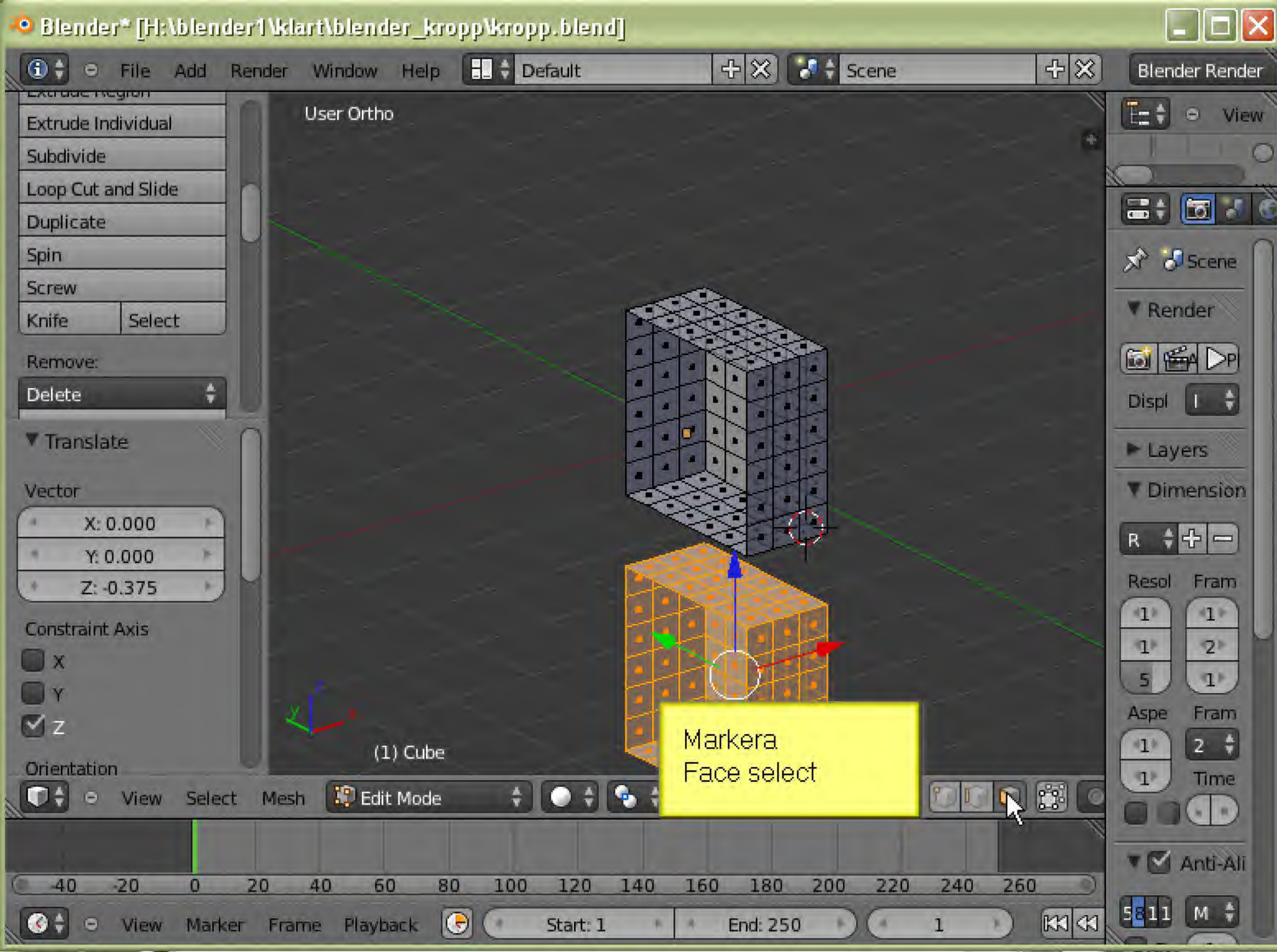




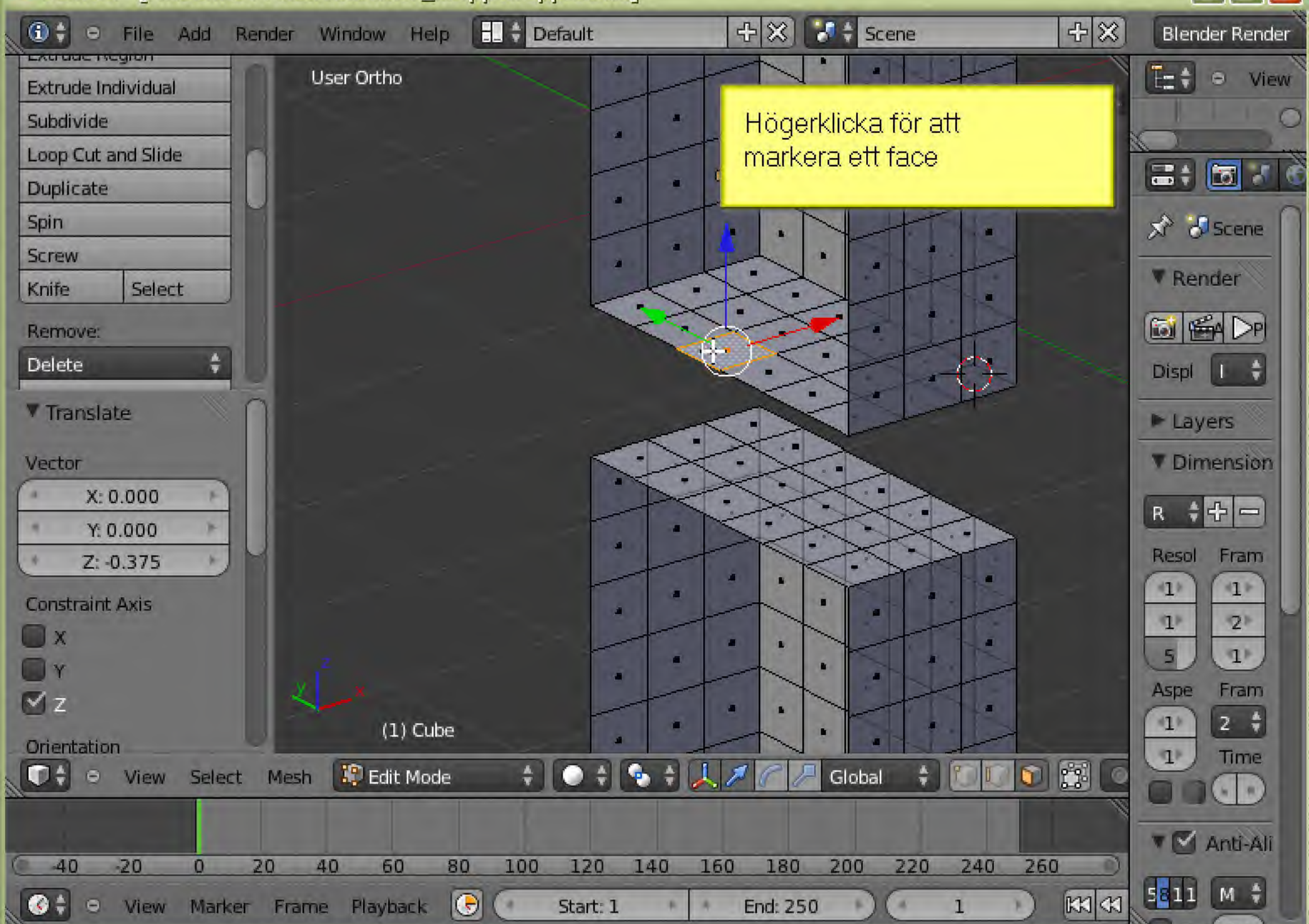




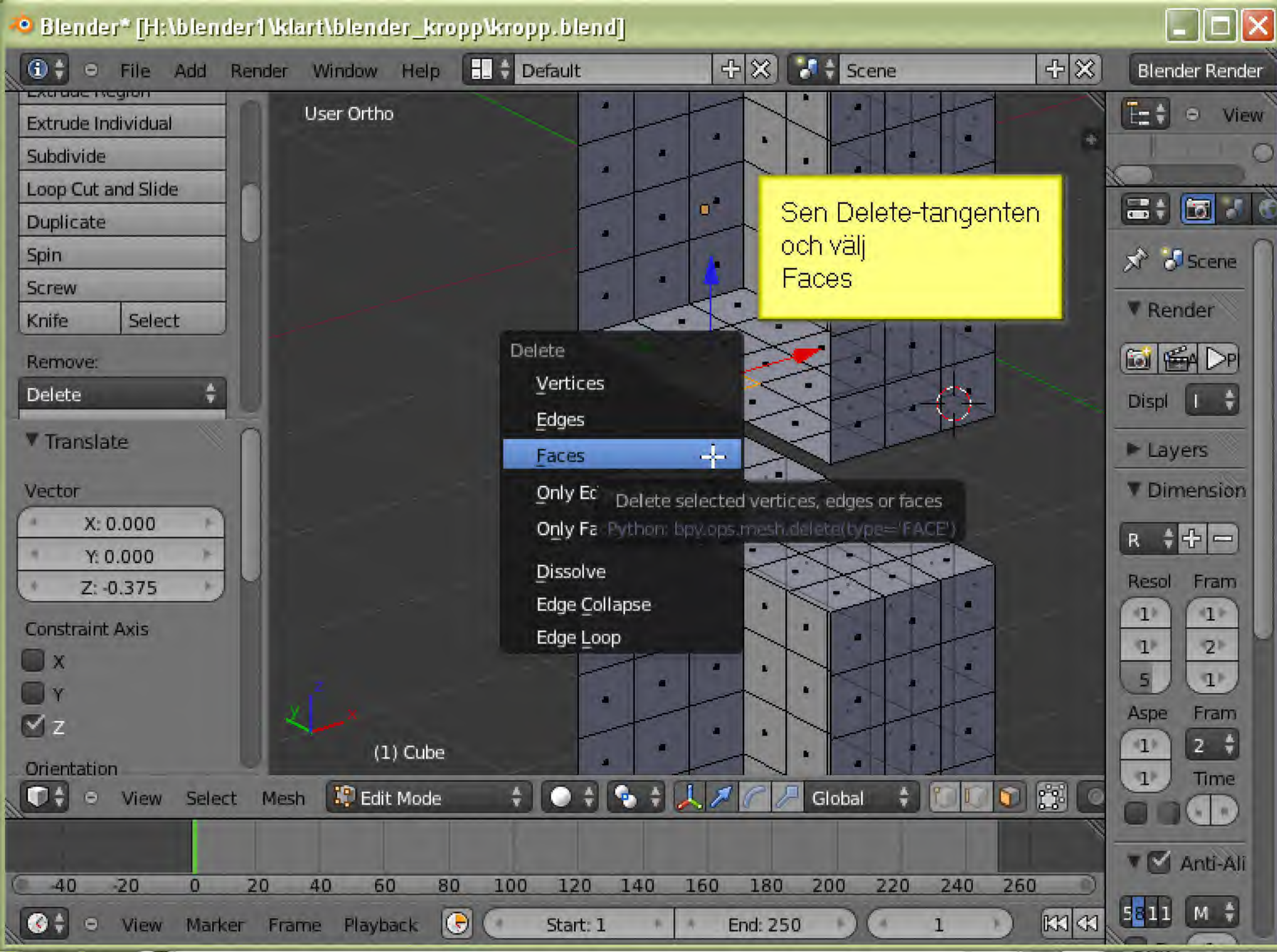




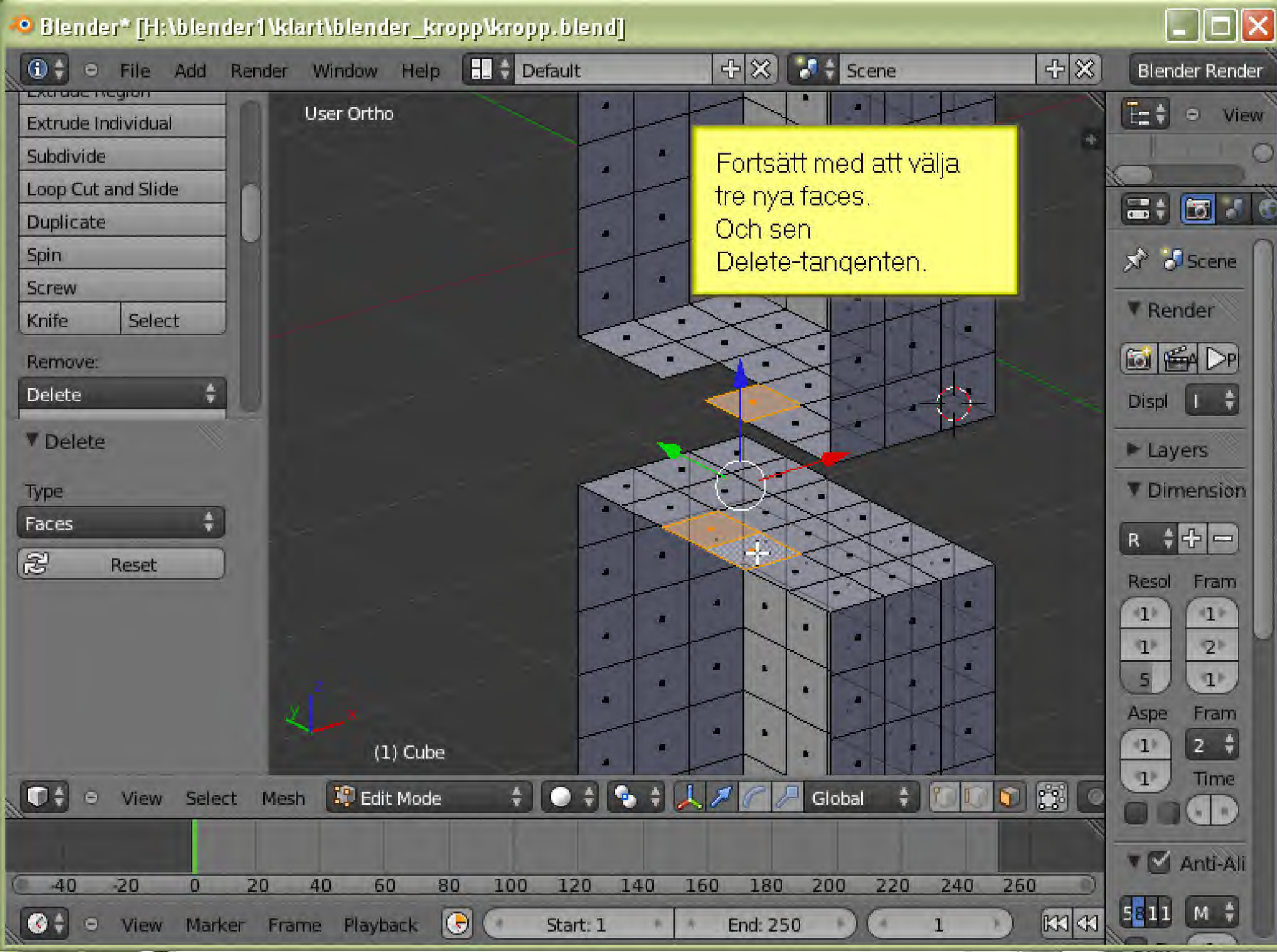




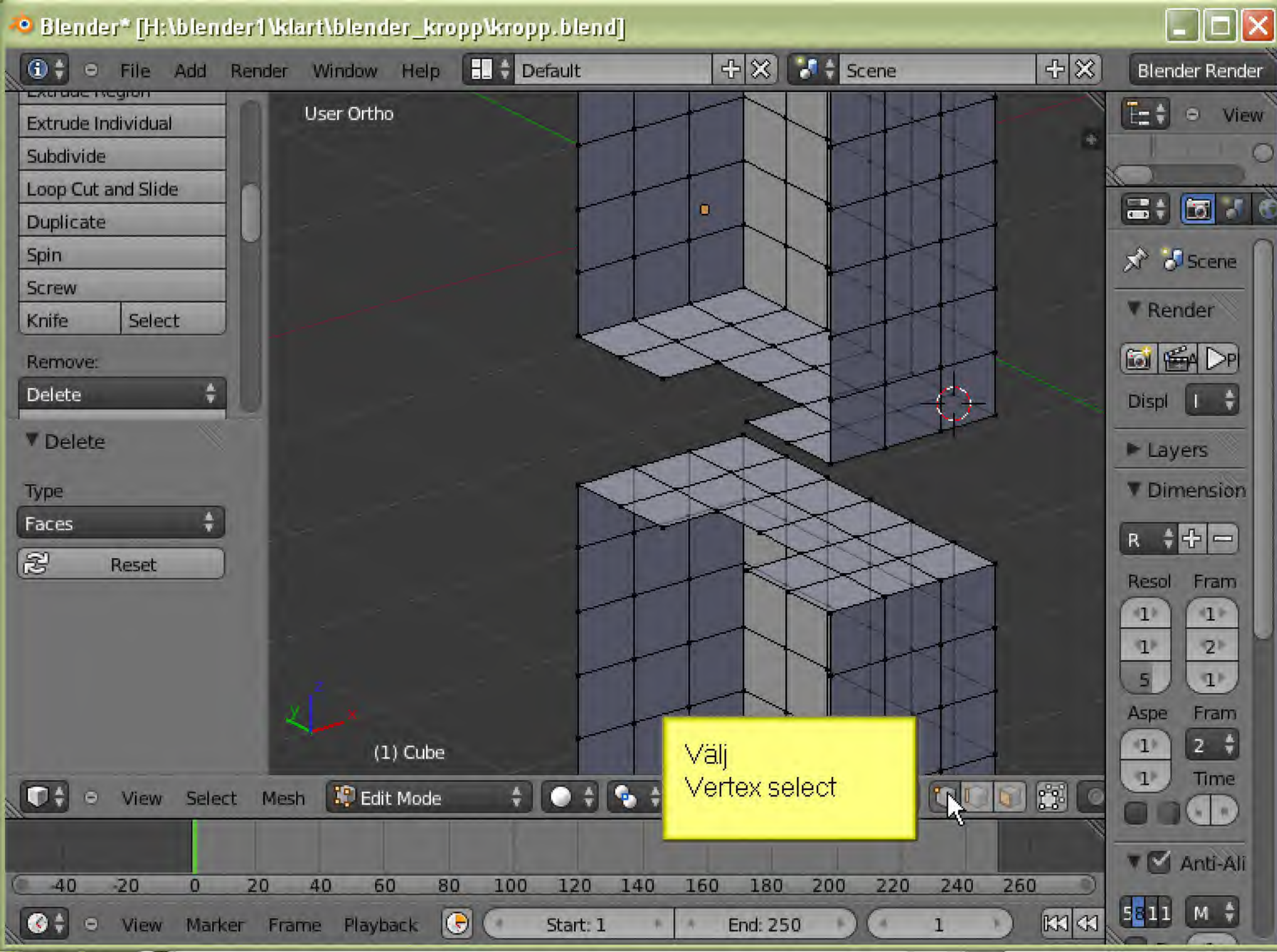




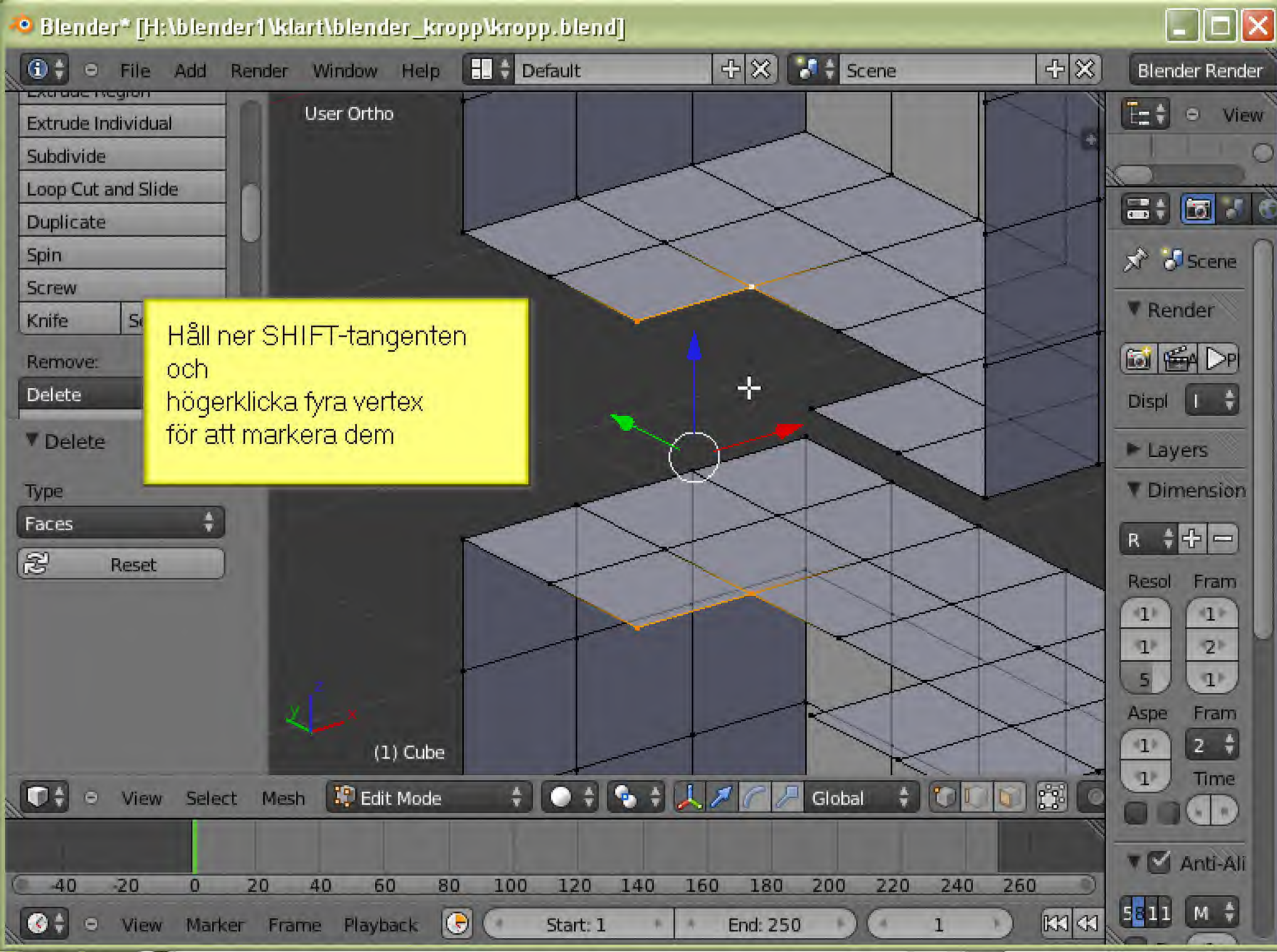




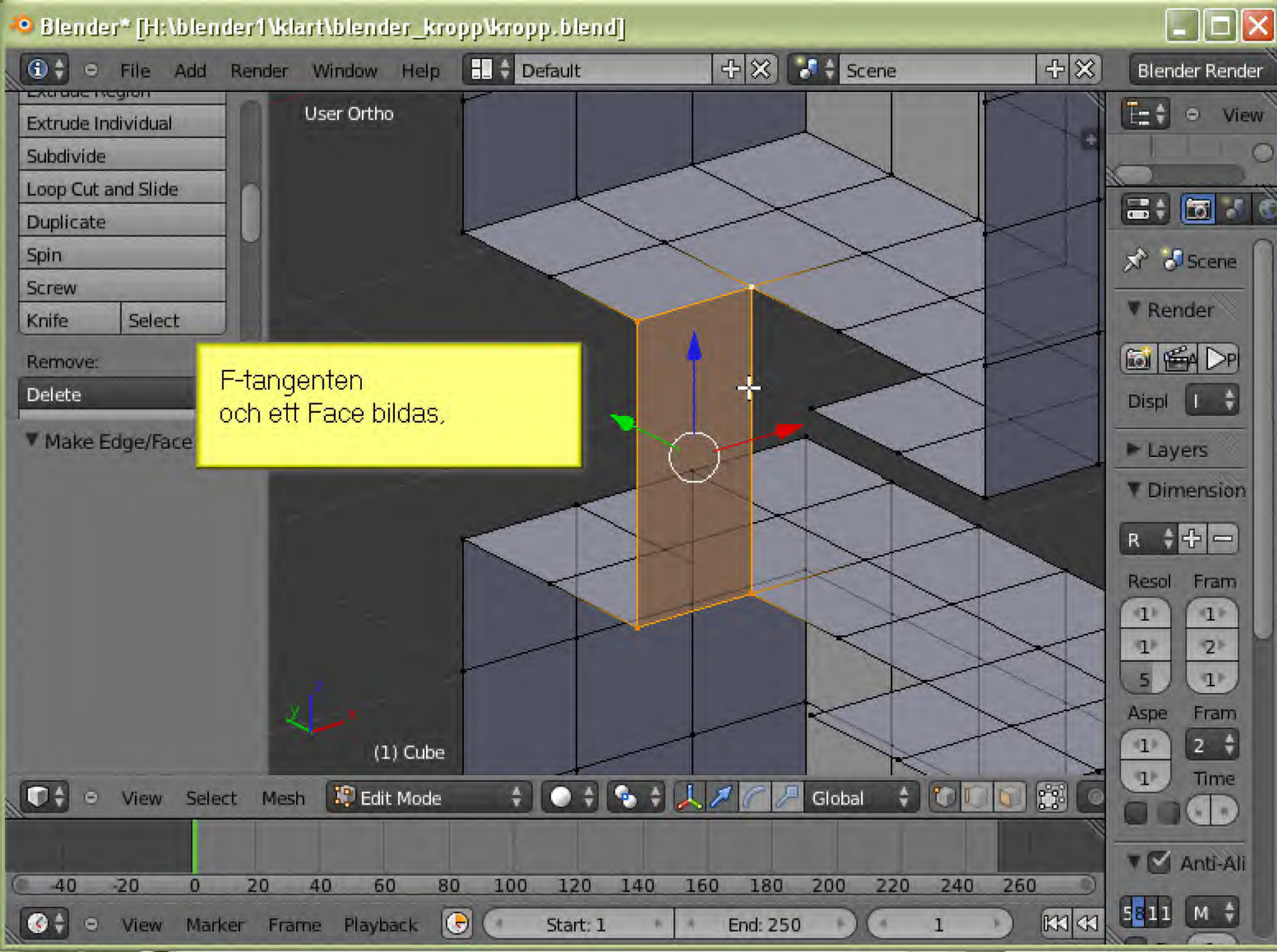




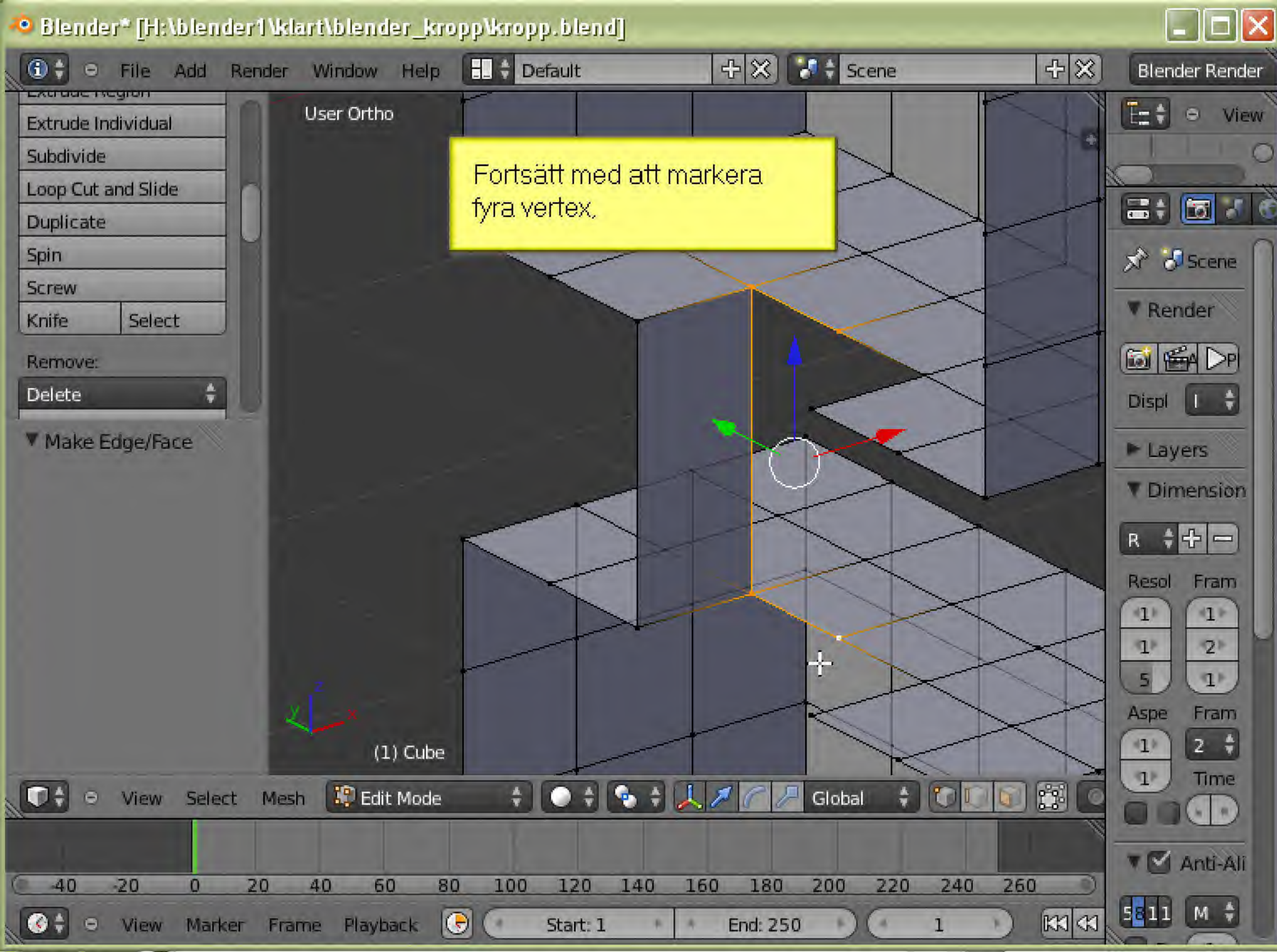




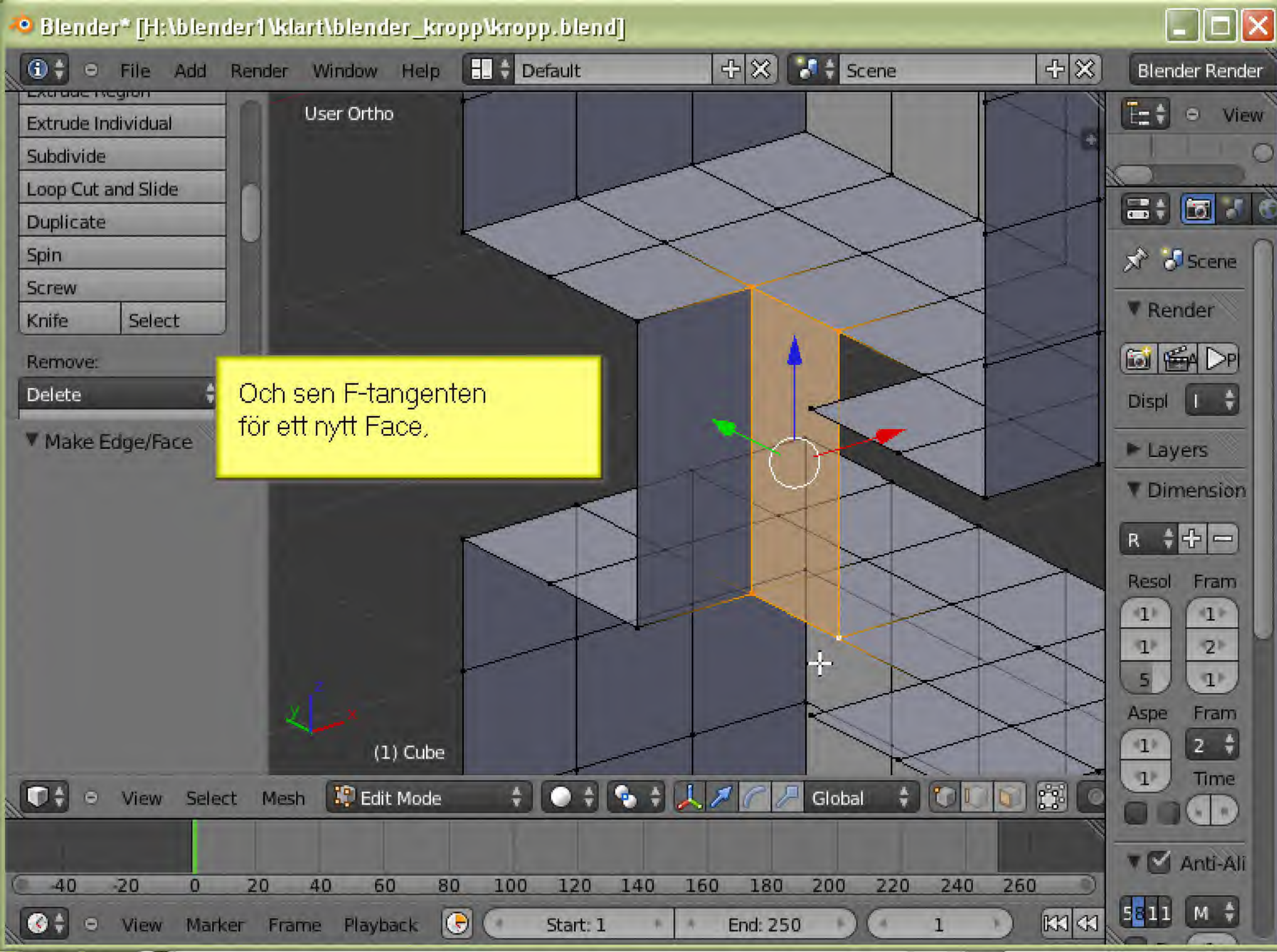






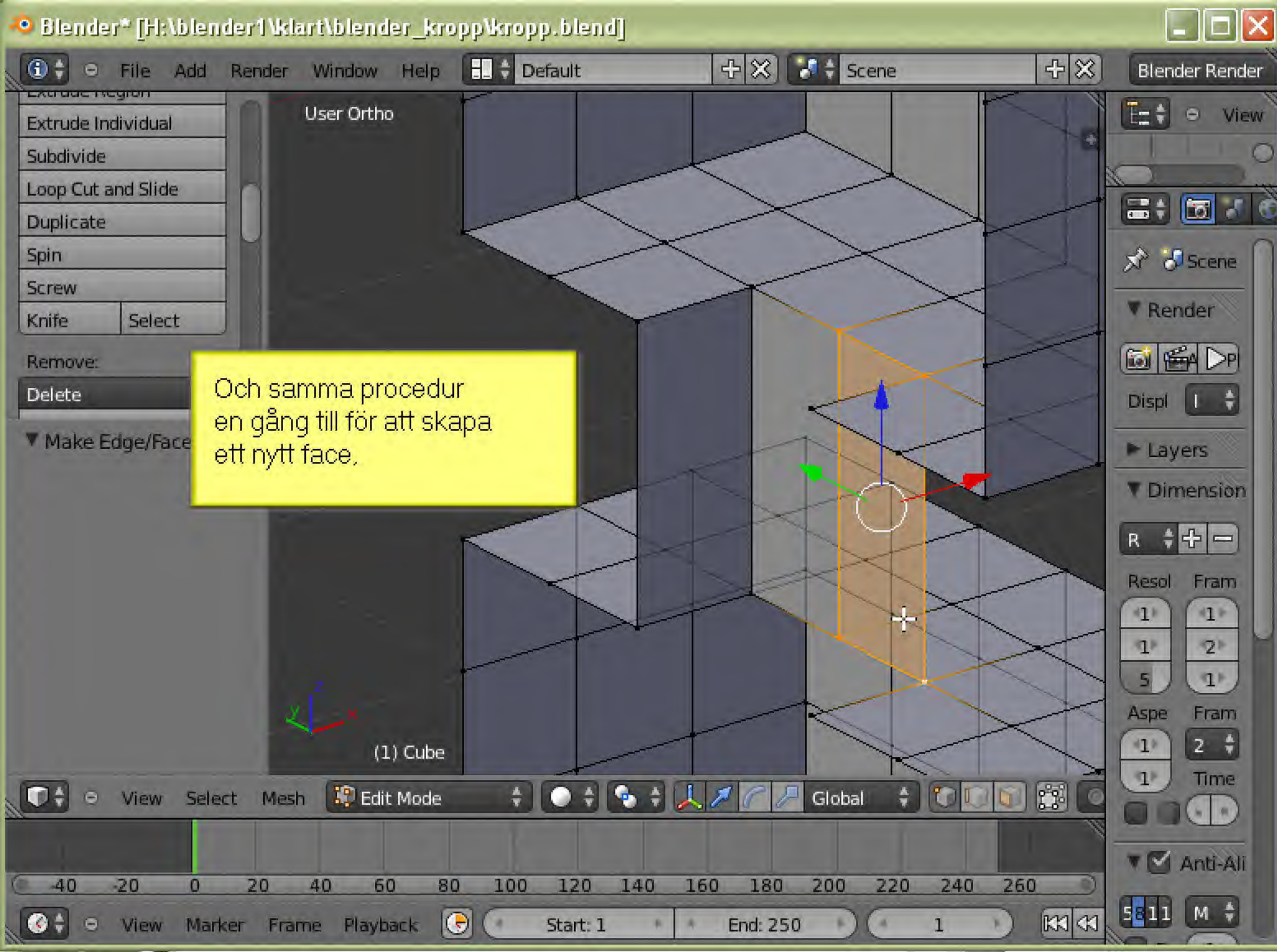




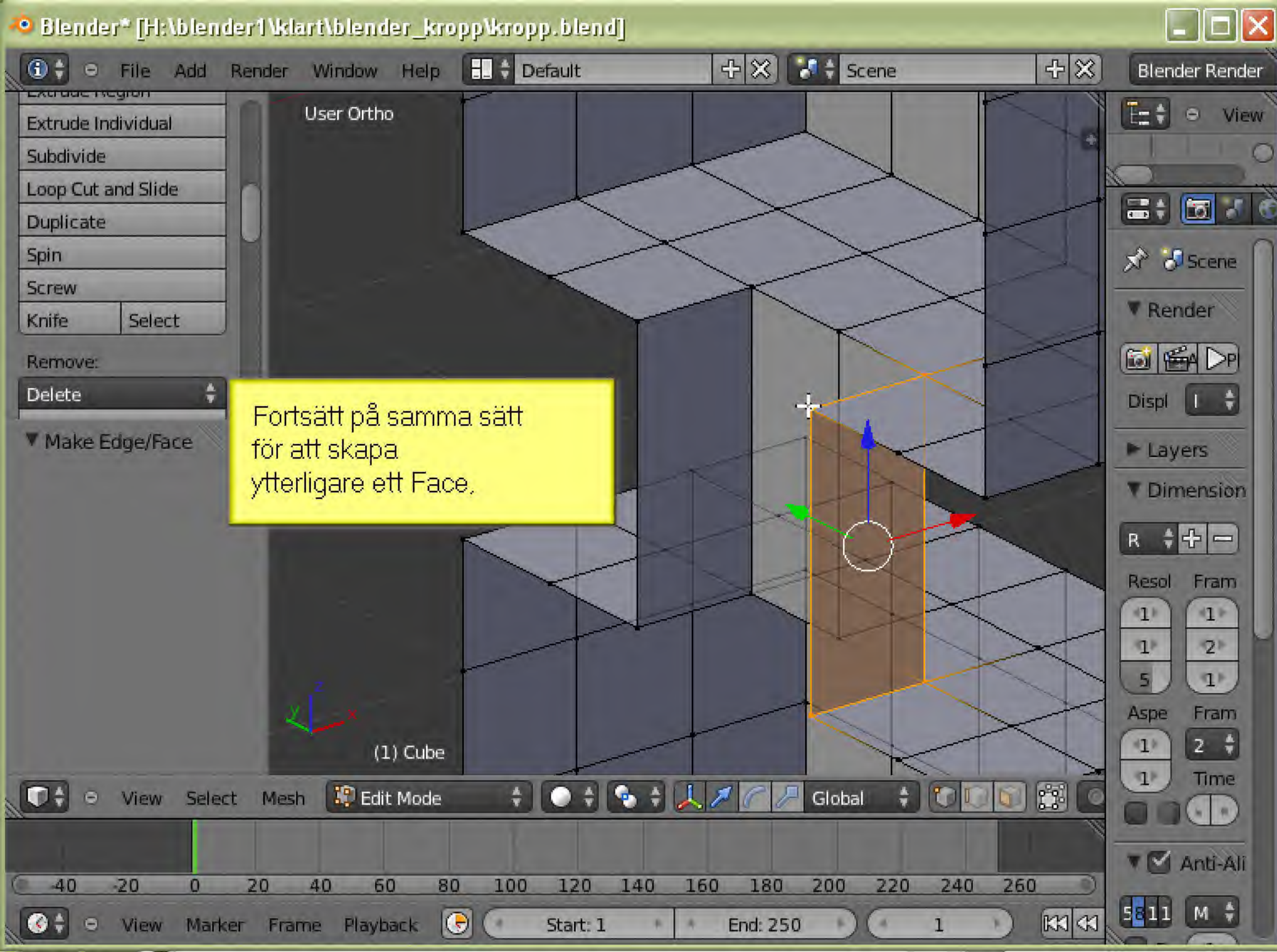


Och sen F-tangenten för ett nytt Face.

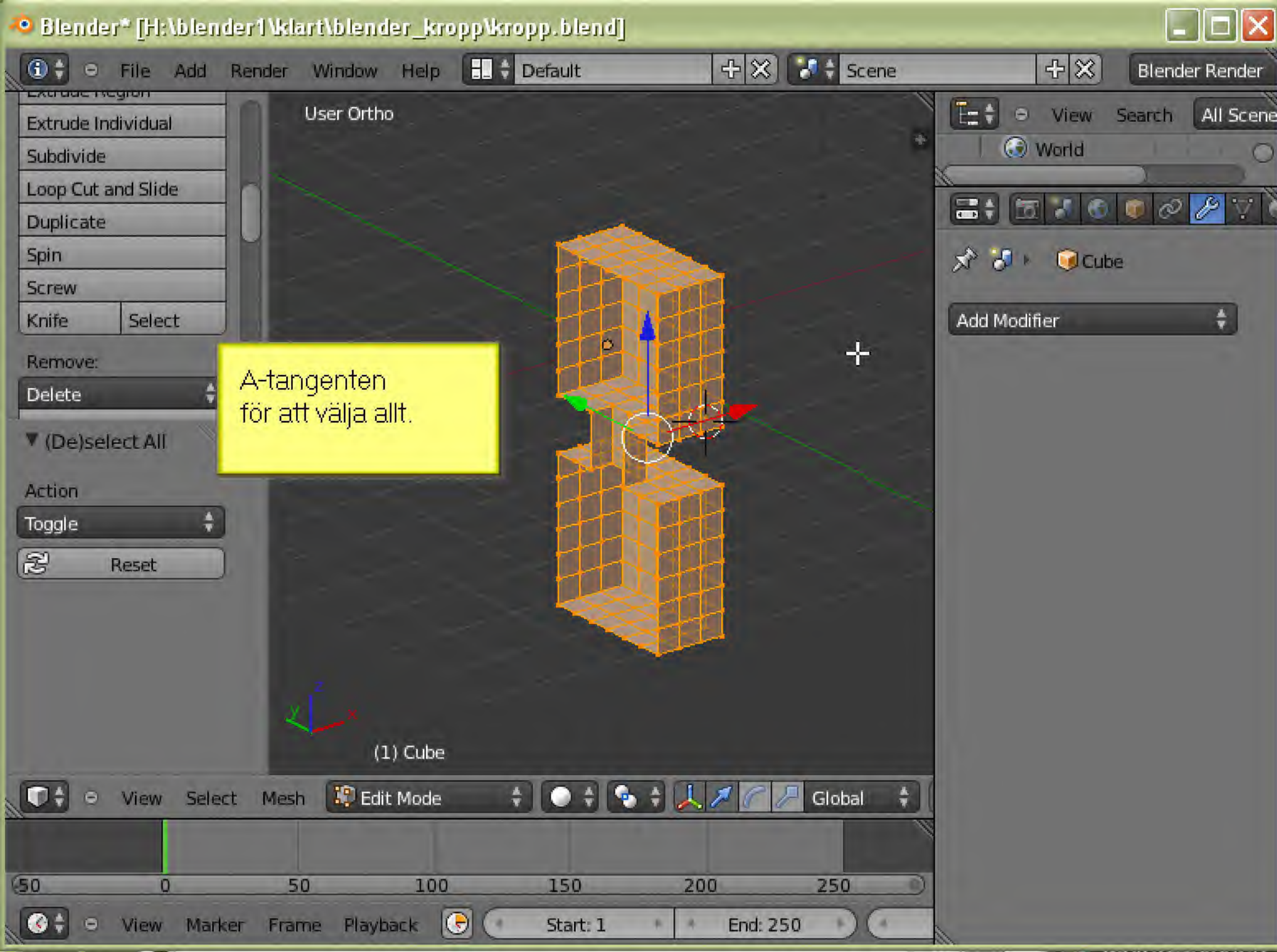




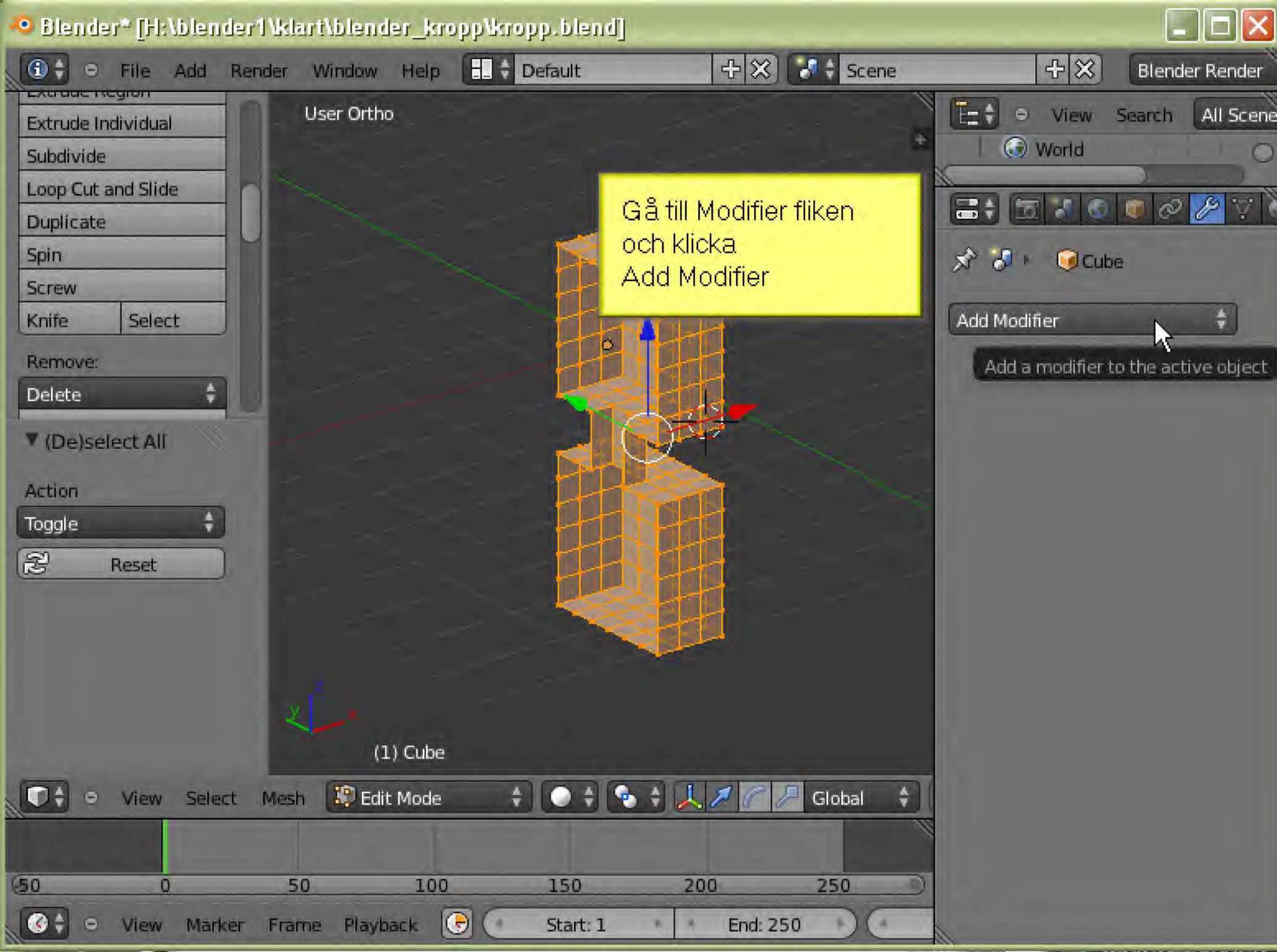




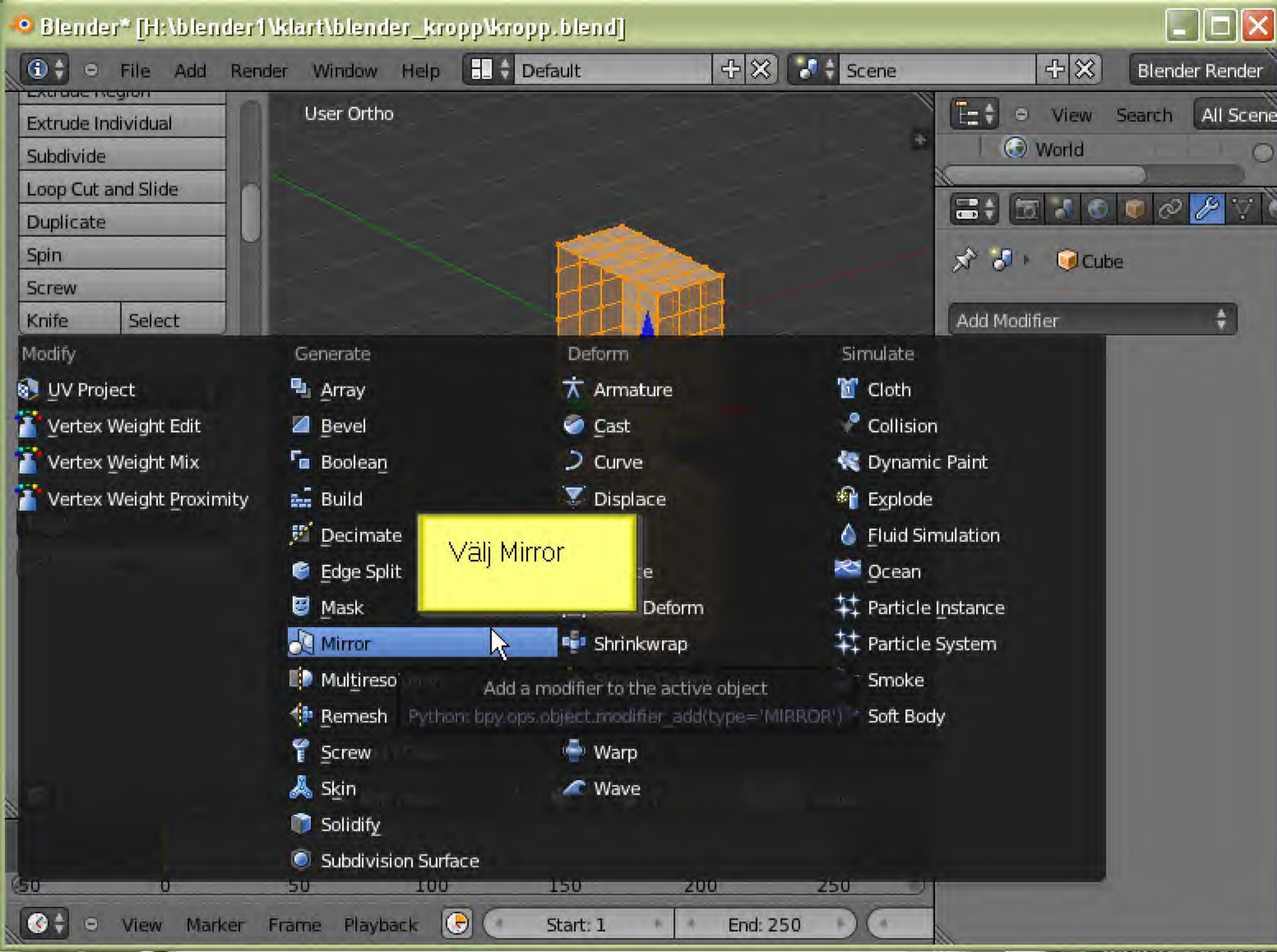




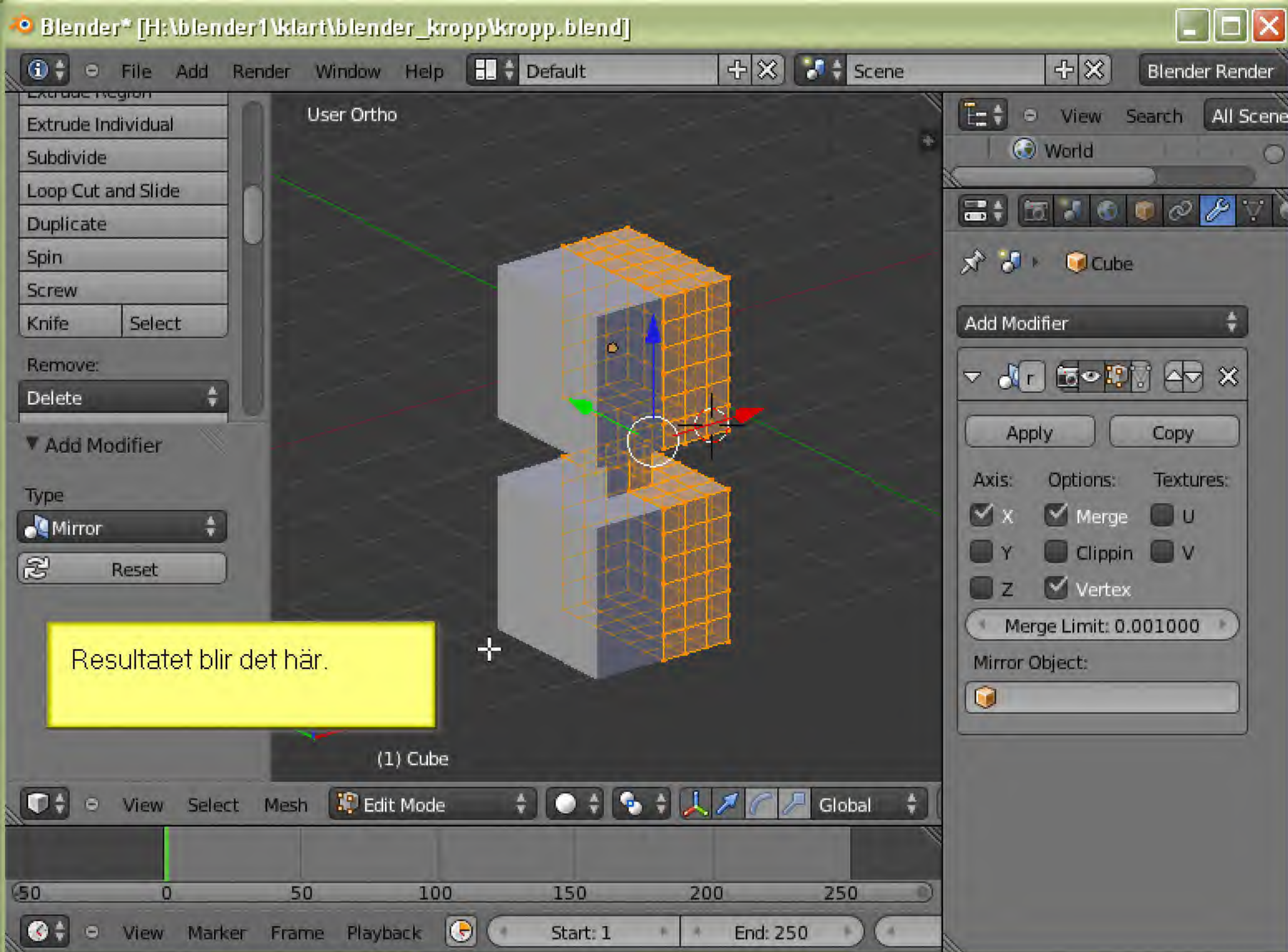




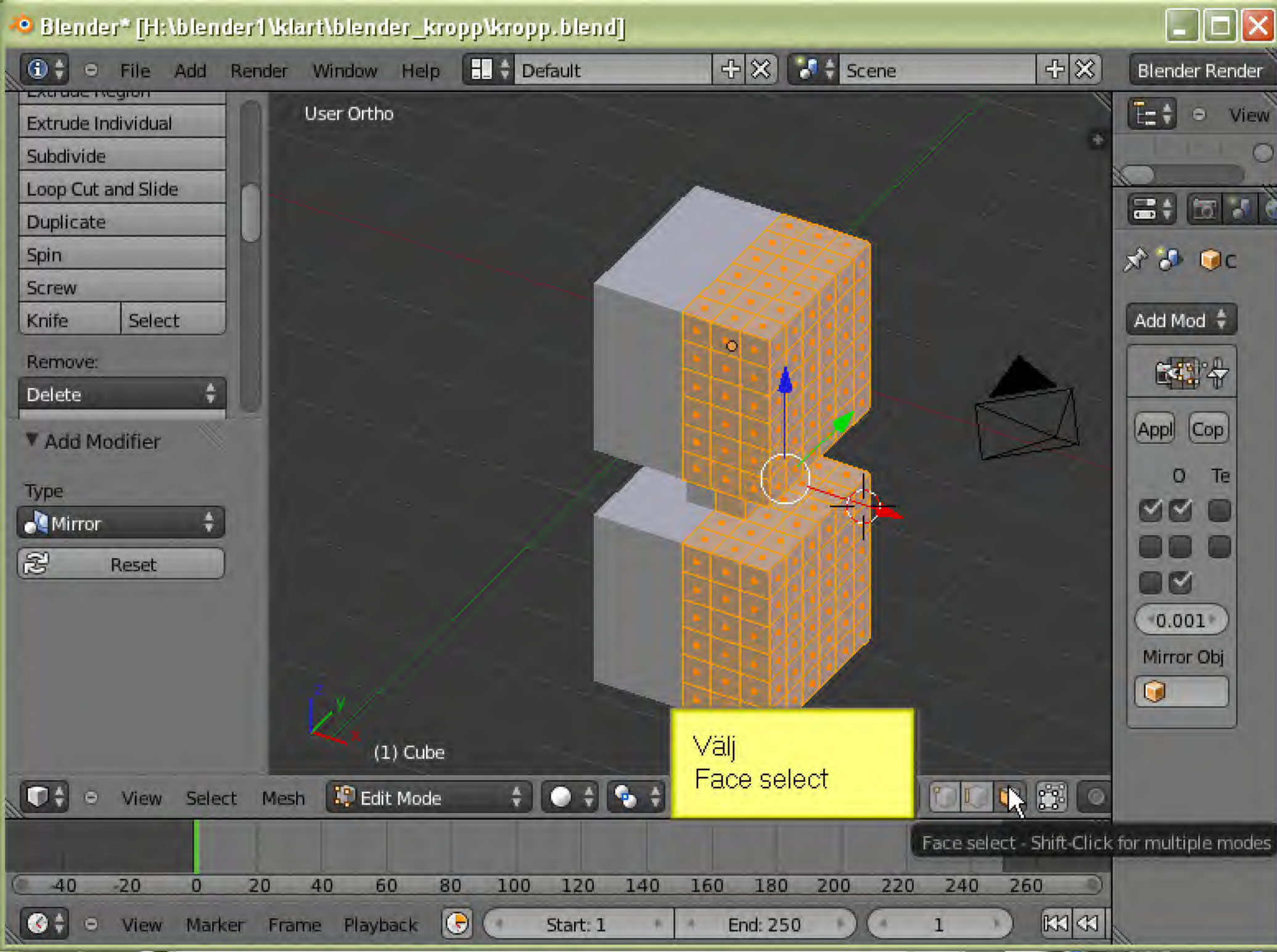




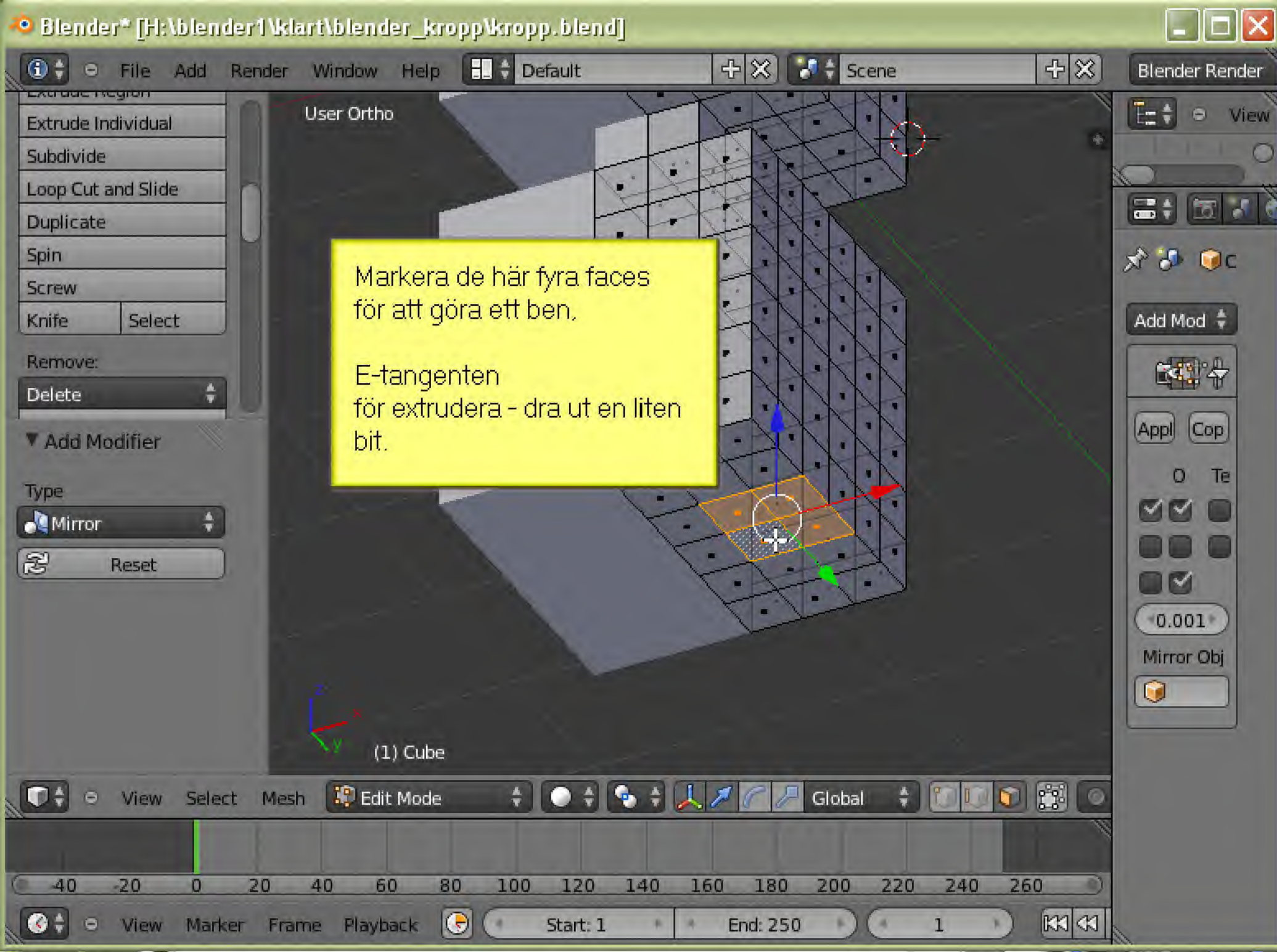




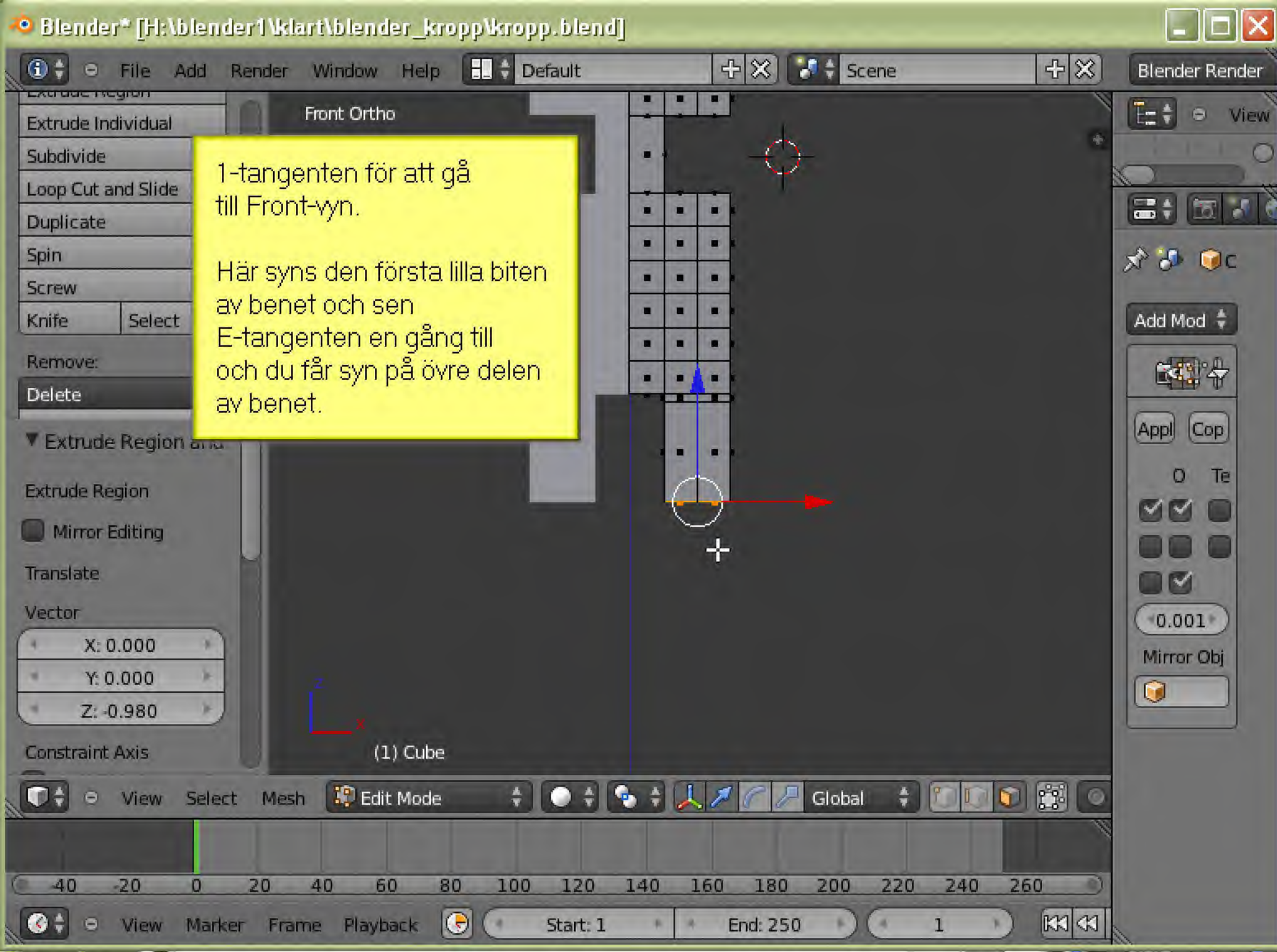




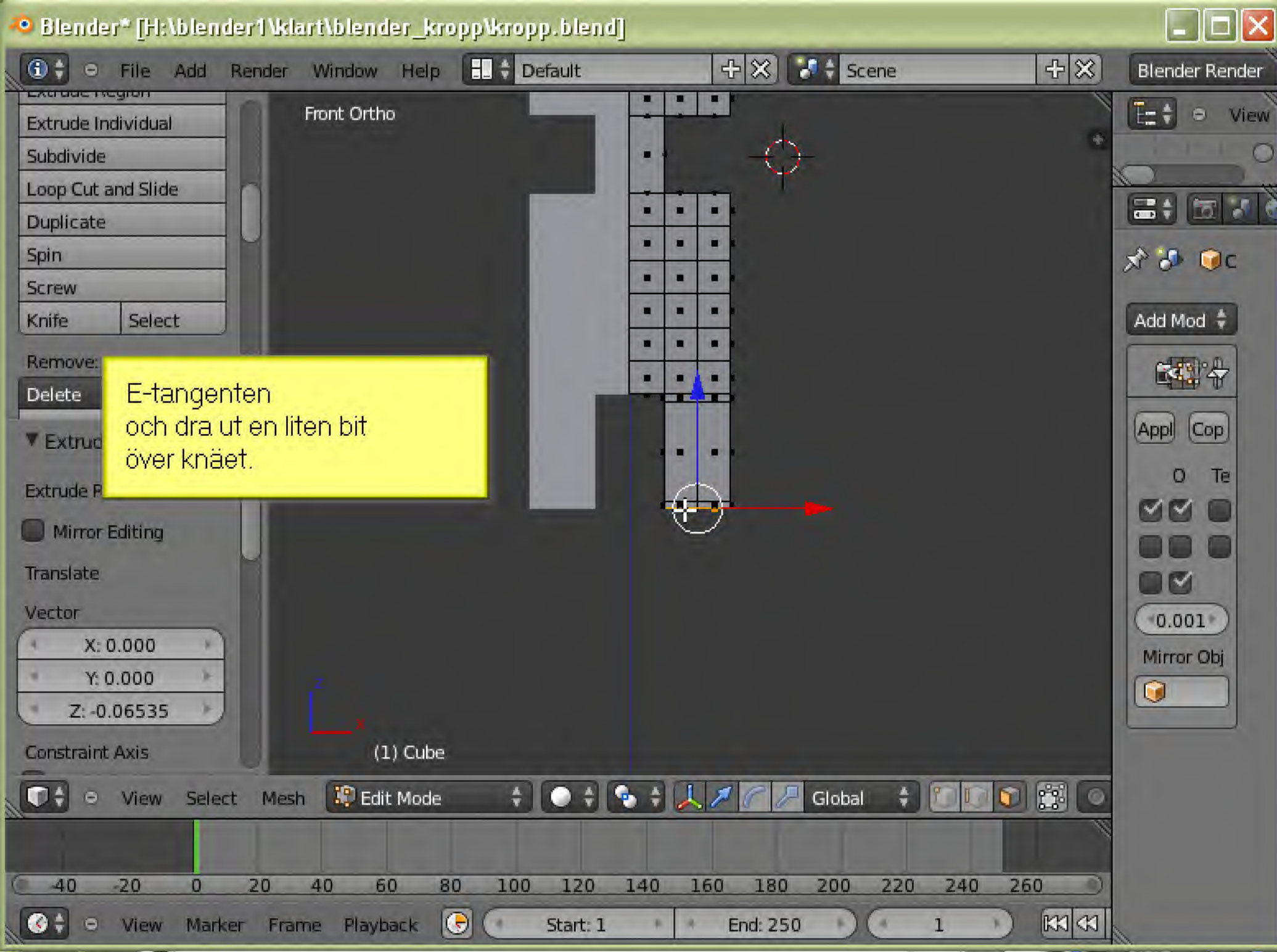




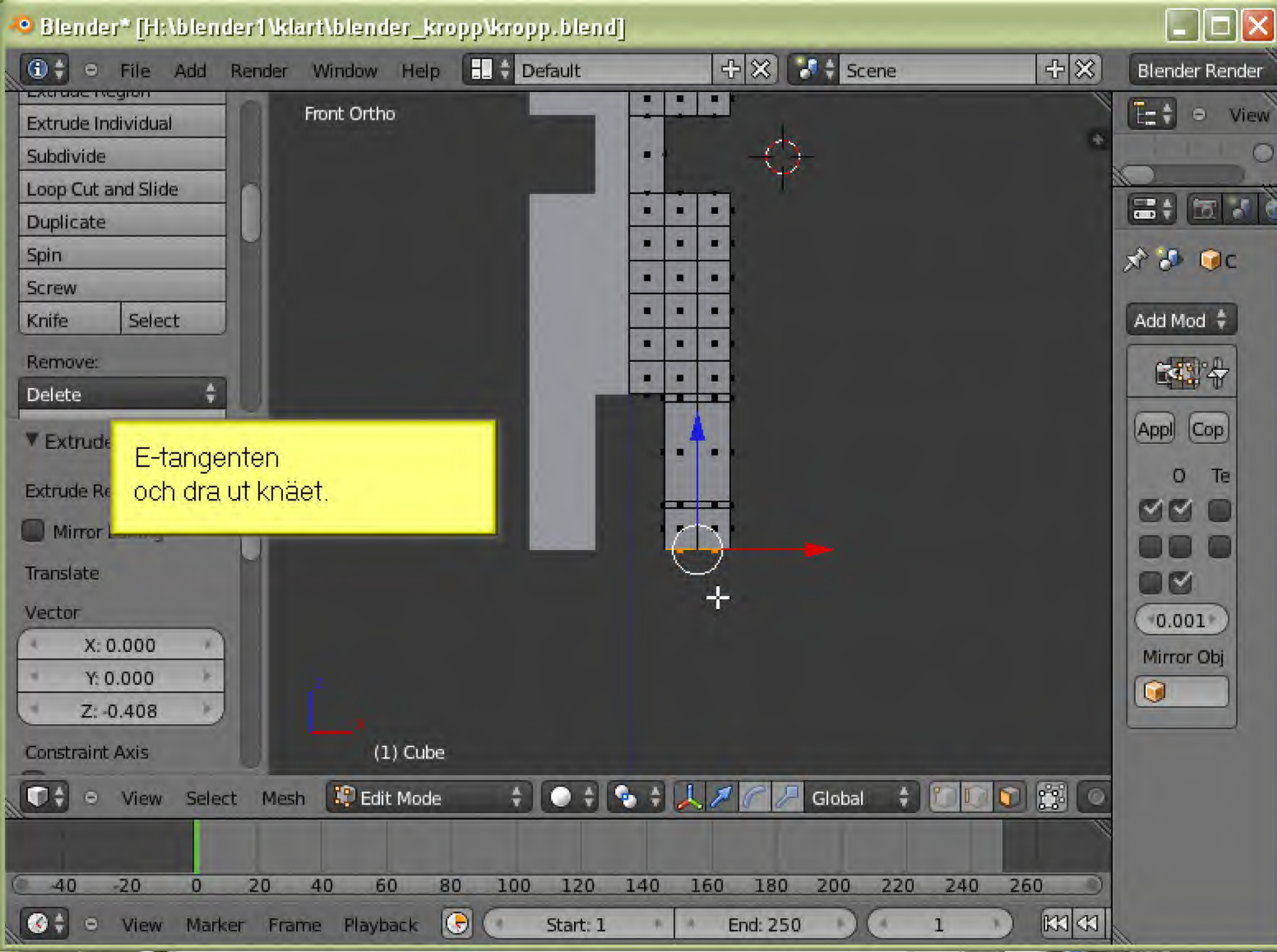




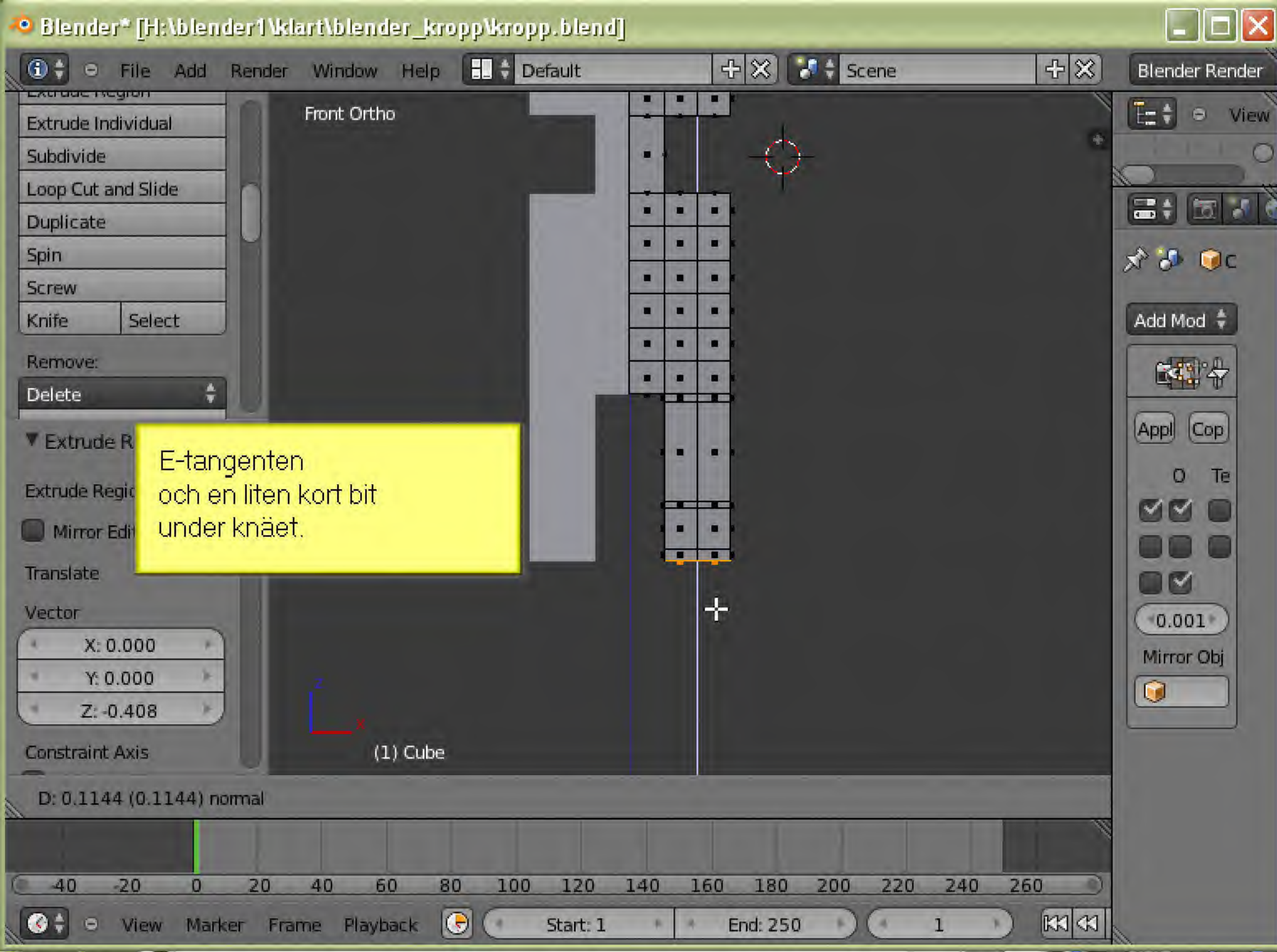




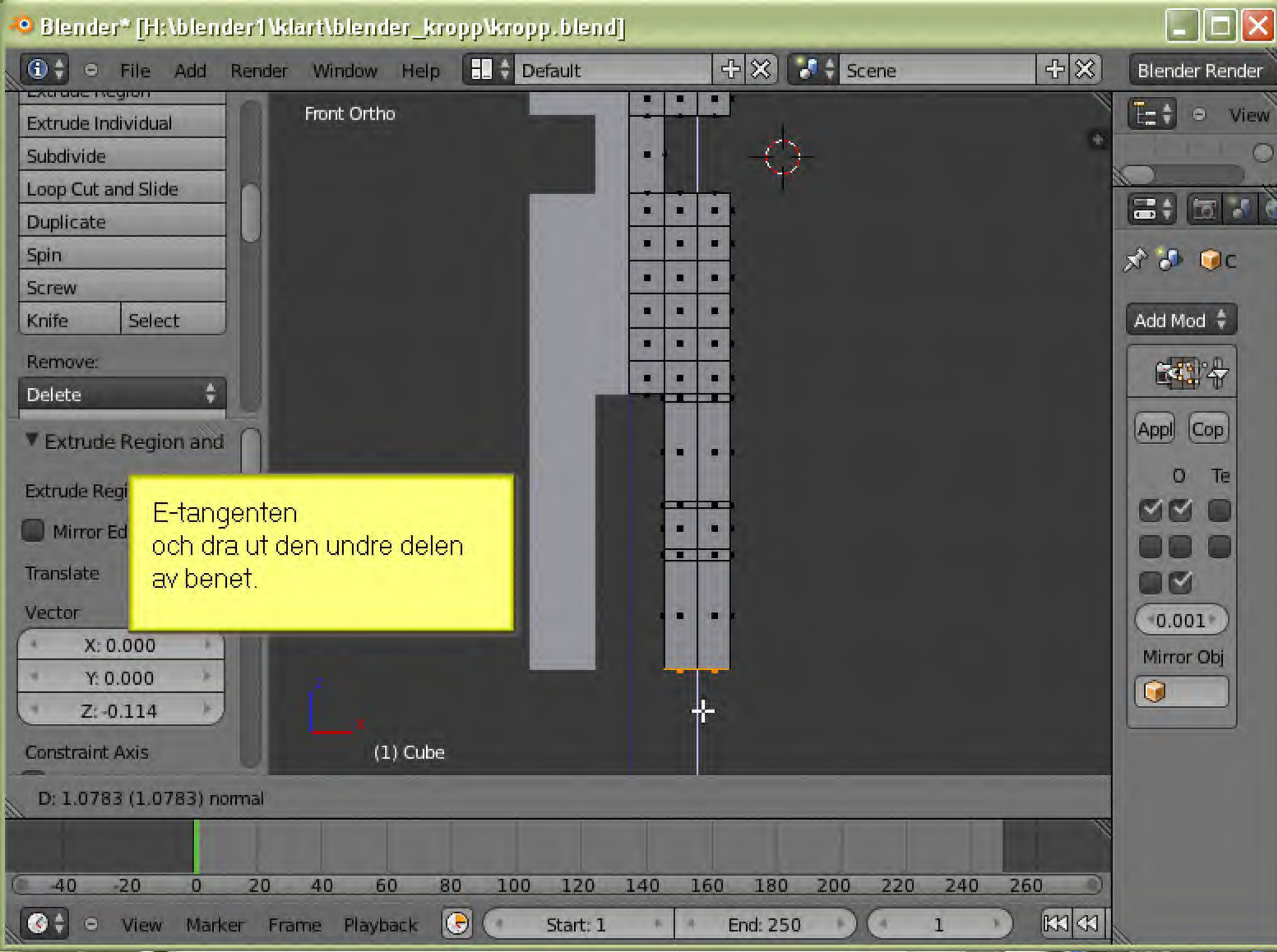


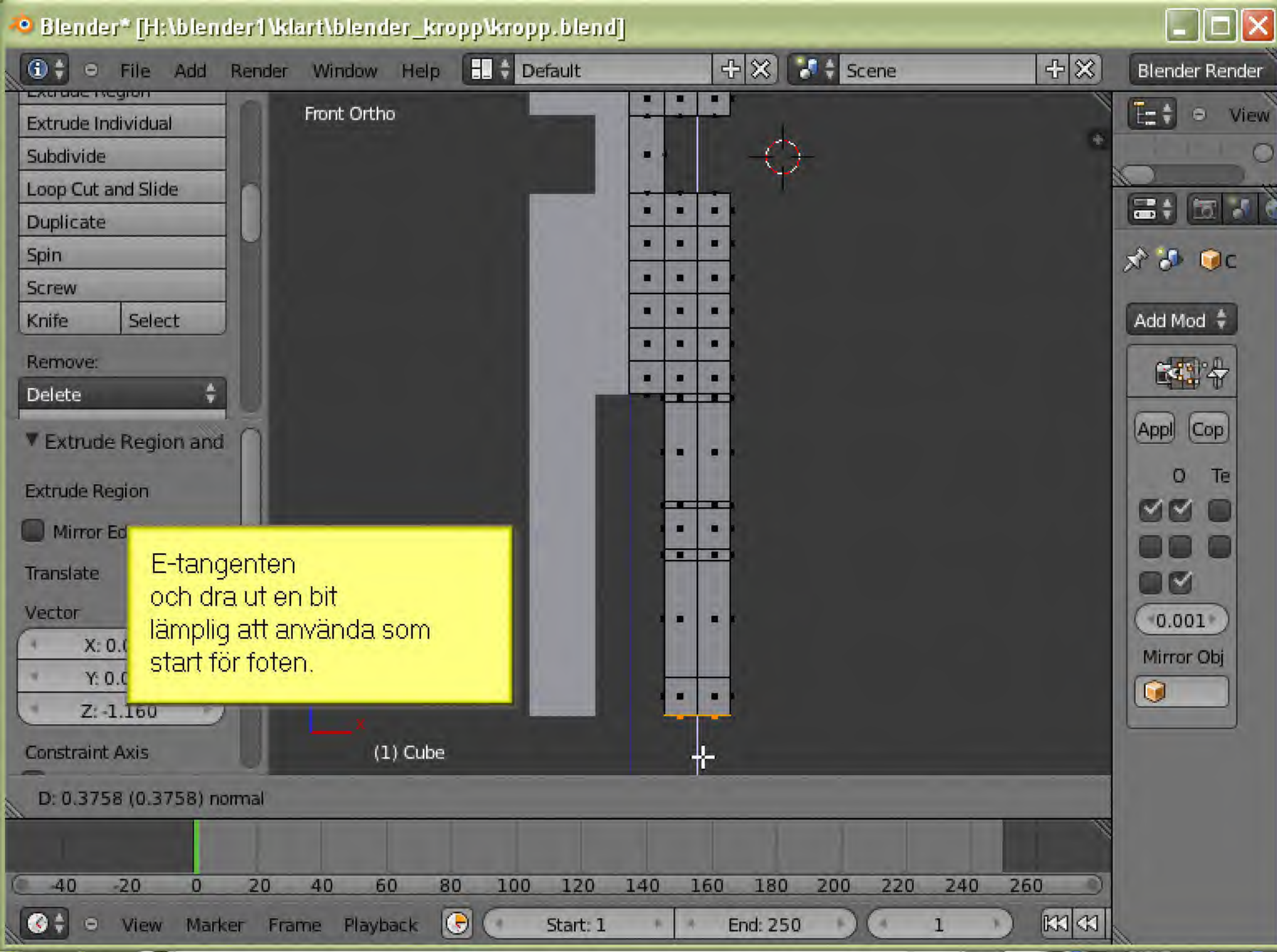




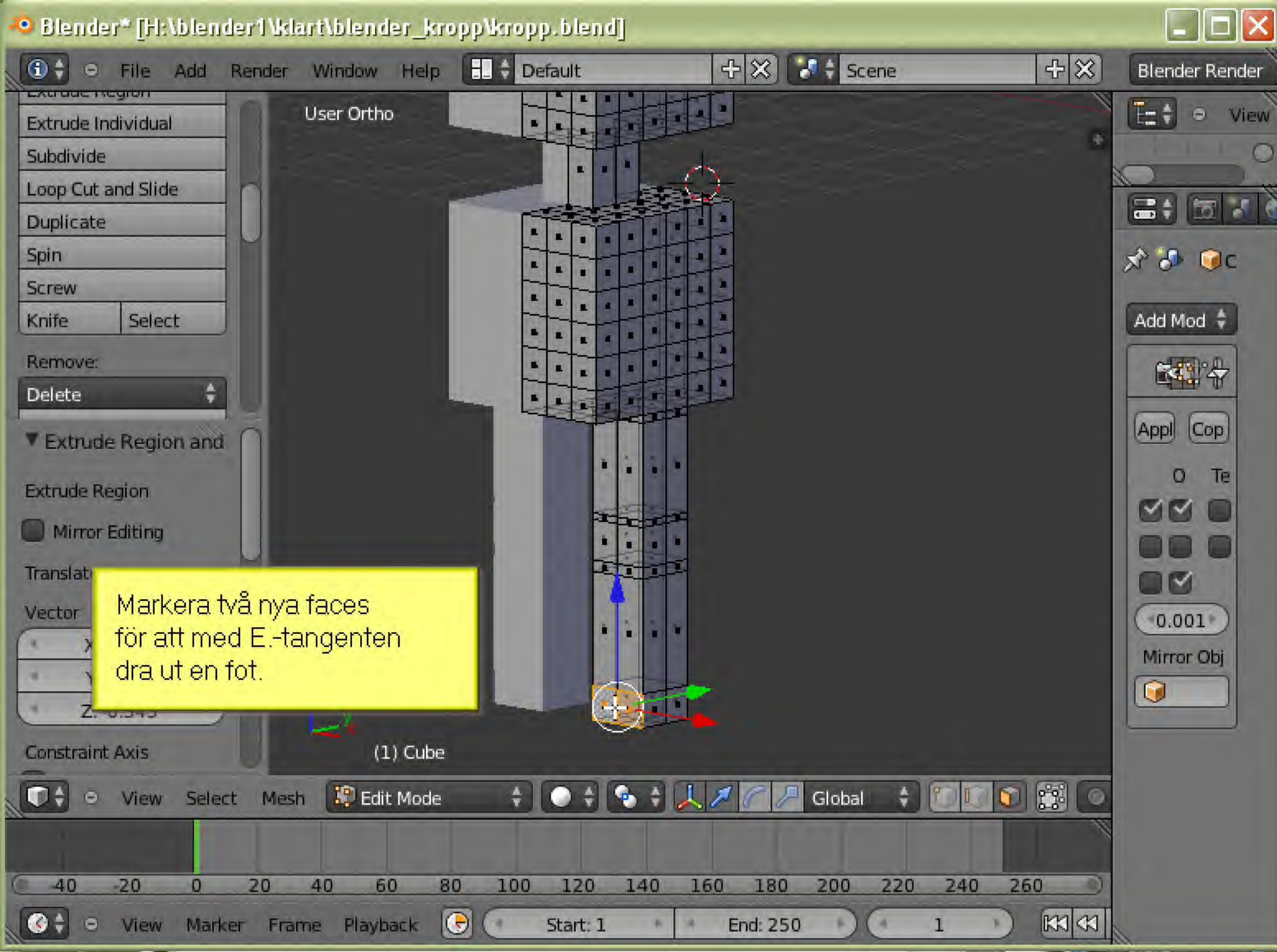














E-tangenten för att dra ut en fot.

(1) Cube

 ViewAdd Mod 

App

Cop

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□ □ □

1

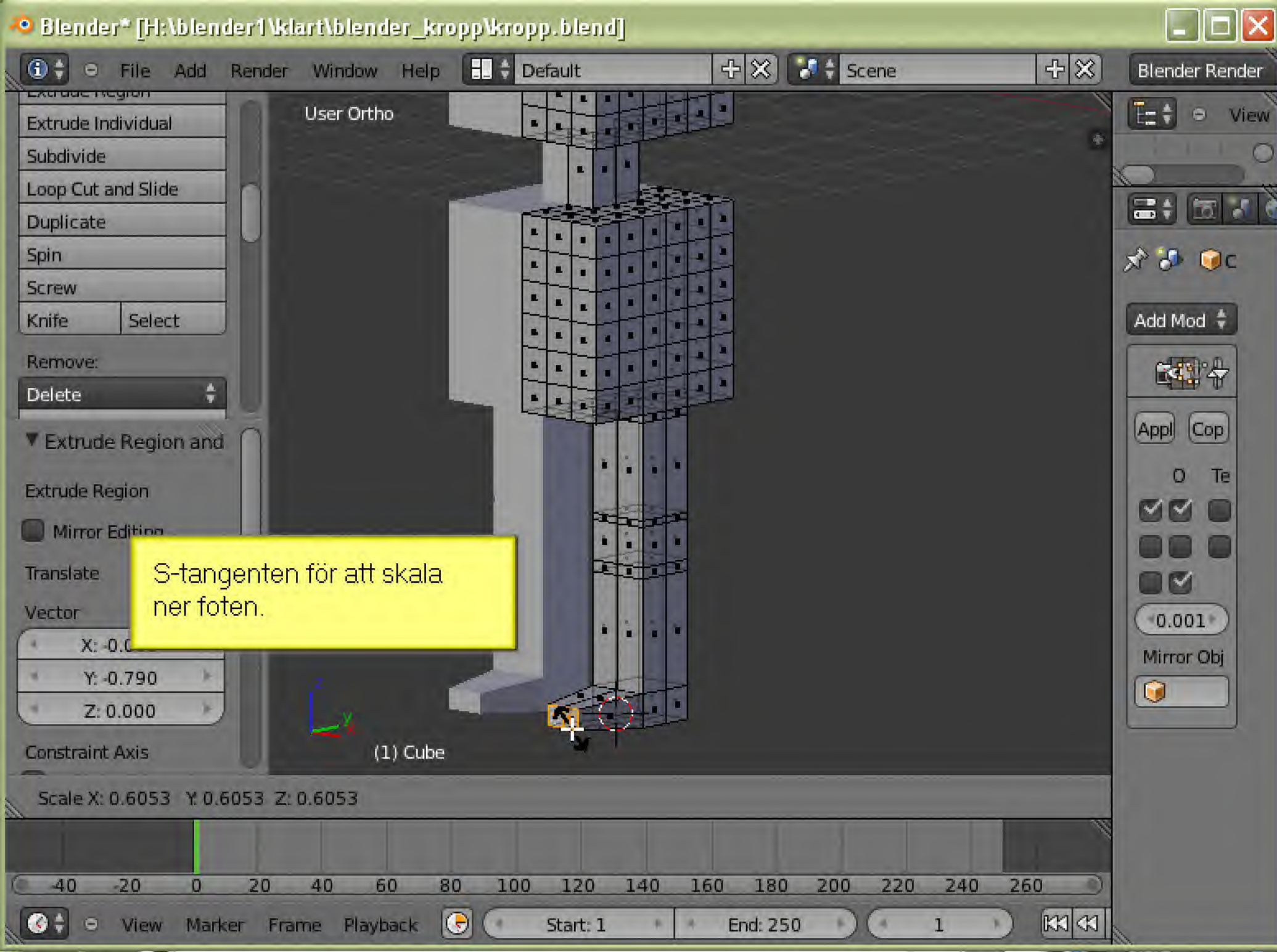
☒

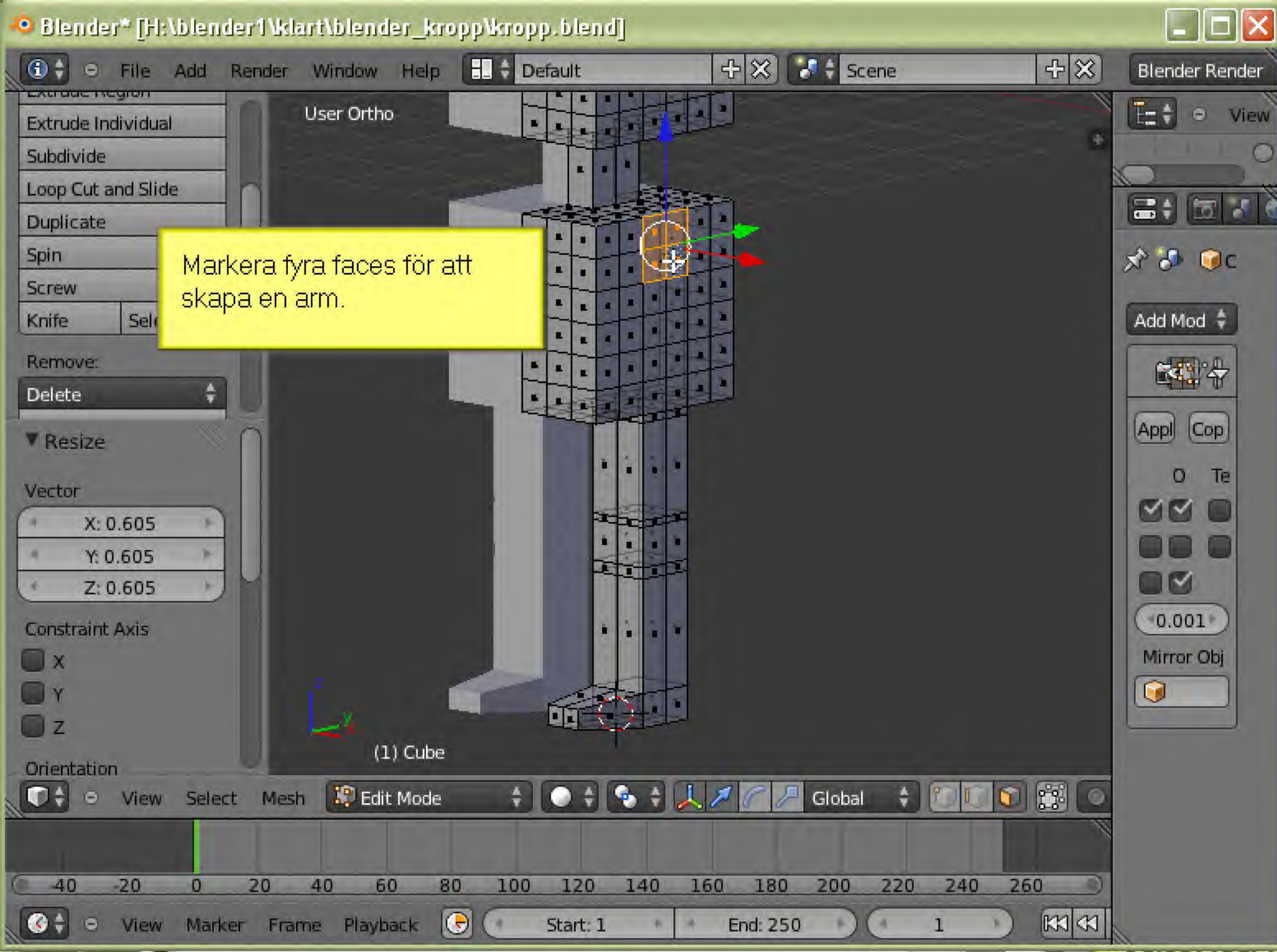
0.001

Mirror Obj









Markera fyra faces för att  
skapa en arm.



